

ADVANCE  
U  
LEARNING  
STRATEGIES

## ABOUT THE GAME

Welcome to Advance U: Learning Strategies, an engaging and fun way to introduce students to the concepts of goal setting and time management.




Developed by the University of Oklahoma's K20 Center, Advance U: Learning Strategies blends game-based learning with cutting-edge psychology to teach students the concepts of goal setting and time management. Advance U: Learning Strategies gives players an authentic, real-world environment in which to apply these concepts as they work their way through a semester at McLarin Academy.

The president of McLarin Academy has proposed three semester-long competitions in an effort to get students thinking about their long-term goals. Acting as a student at the academy, players must choose at least one long-term goal from these three competitions, helping other characters along the way as they learn to set goals and manage their time to meet those goals. Go to [k20.ou.edu/getgames](http://k20.ou.edu/getgames) for access on PC, Chromebook, and Mac. Begin navigating your way through this interactive educational adventure.



## LEARNING OBJECTIVES

<b>GOAL SETTING</b>	Students will learn the differences between long- and short-term goals and the importance of setting them.
<b>S.M.A.R.T. GOALS</b>	Students will learn to build goals that are specific, measurable, attainable, relevant, and timely.
<b>TASK ANALYSIS:</b>	Students will learn to break down their goals into smaller tasks so they can make a plan to reach their goals.
<b>TIME MANAGEMENT AND SCHEDULING:</b>	Students will learn to build weekly schedules and manage their time to follow those schedules and work toward their goals.

-  **Designed for 11-12 Graders**
-  **Engaging, Adaptive Instruction**
-  **Cross-Platform Learning Tool**

[K20.OU.EDU/GETGAMES](http://K20.OU.EDU/GETGAMES)