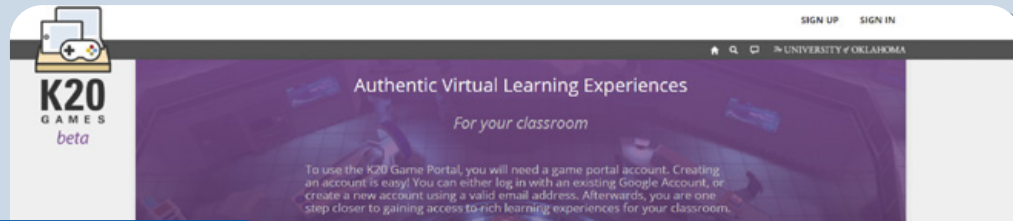


Request an account: k20center.ou.edu/getgames



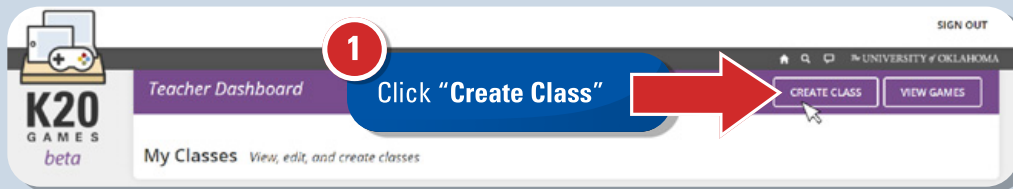
To create an account click "Sign Up"



If you already have an account click "Sign In"



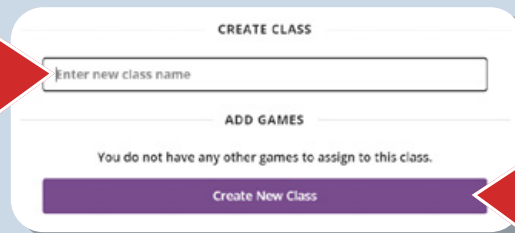
Creating a Class



1 Click "Create Class"



2 Name your class



3 Click "Create New Class"



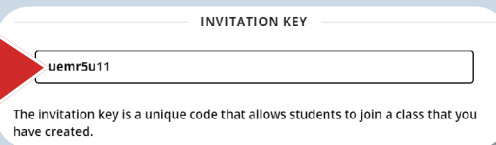
5 Click "Assign Games"



4 All your available games will show up on this list



6 Give this code to your students so they can join your class



Scan the QR code to get access to our games or go to <https://k20center.ou.edu/getgames/>



Invite Students

Have your students enter the invitation key on this page



You must have an invitation code to sign up.

CREATE ACCOUNT

Create a new account using an existing Google Account

Sign Up with Google

We highly recommend you use "Sign Up With Google"

View Progress

The Detective: Verona



Click "View Dashboard" to display a students progress

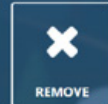
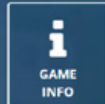


	Mission 1	Mission 2	Mission 3	
Student 1	0:00	0:00	0:00	0/3
Student 2	6:39	32:03	0:00	1/3
Student 3	0:44	0:00	0:00	0/3
Student 4	3:44	6:39	6:51	0/3
Student 5	10:12	0:00	0:00	0/3
	2/10	1/10	1/10	

Download Extras

Get A Life

Click "Teaching Materials" to display all the supplemental materials that are included with each game



Teacher Materials

- [3-2-1 activity](#) Reflection questions for Get a Life
- [Career Cluster Info Sheets](#) Tables displaying career clusters, paths, and individual careers
- [Character and Achievement Activity sheet](#) Character sheet prefection activity, and Get a Life Achievements
- [Career Lesson Cards](#) Cards that go with the character sheet activity
- [Game Portal User's Guide](#) How to use the Game Portal.
- [Get a Life Teacher's Guide](#) How to use and integrate Get a Life into your classroom.

Scan the QR code to get access to our games or go to <https://k20center.ou.edu/getgames/>

