

NTC Power Play™

How hands-on educational
games in the classroom
make a lasting impact

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Where did NTC Power Play games originate?

NTC set out to develop a hands-on educational game that would extend learning from our live, in-school presentations to the classroom. The objective for the interactive classroom game was to focus on the Four C's of 21st-Century Learning: critical thinking, collaboration, creativity and communication. The result was *The Energized Guyz: Power Play*, a unique collaborative experience that was delivered to upper-elementary students in the Minneapolis/St. Paul metropolitan area.

What approach was used in implementing this new concept?

The existing NTC Educational Platform is a turnkey service that provides live, in-school performances, curriculum-based print materials, digital activities and videos to schools on behalf of NTC's clients. Our overall approach is to present vital life skills and important information through creativity and storytelling, ensuring that our programs have a lasting impact on students, teachers and communities.

With the NTC Power Play game, our objective was to extend the learning throughout the school year by introducing an innovative new component that built on the curriculum in the NTC Educational Platform and emphasized critical thinking, collaboration, creativity and communication. The new component was *The Energized Guyz: Power Play* game.

In addition to using the preexisting NTC Educational Platform, classroom teachers also received the NTC Power Play Kit, an educational tool that turns individual classrooms into academically-focused escape rooms. The game provides a hands-on learning experience, using a locked box that contains a reward and facilitates an educational game in which students are split into teams and must use various skills (including the Four C's of 21st-Century Learning) to solve a series of challenging puzzles, ultimately opening the locked box in order to win the game. Along with the kit contents (which include the locked box, keys and combination locks), NTC Power Play provided videos for educators and students, dynamic printouts to provide clues, and creative, interactive digital materials to tell the story and help students solve puzzles. You can review the videos and find more information at www.ntcplayworks.com/Power-Play/.



POWERPLAY™

How was the program tested?

Twenty-three classrooms consisting of 1,772 students in eight schools received *The Energized Guyz: Power Play* program. In this case, the NTC Power Play game delivered energy efficiency education to 3rd-5th grade students.

As with the overall NTC Educational Platform, NTC Power Play was designed to incorporate regional and national education standards in math, science, technology and other subjects, tying the Four C's of 21st-Century Learning to energy efficiency and other important lessons. The Power Play classroom activity took about 90 minutes, including preparation and follow-up reflection questions posed to students, which encouraged them to think critically about the topics presented and reinforced the main educational points. Finally, educators at participating schools got to keep the Power Play kit and have a 12-month subscription allowing free access to a full library of additional educational games at BreakoutEDU.com.

What distinguishes this program from others?

Adding unique educational tools such as Power Play enhances the scope and longevity of the NTC Educational Platform even further, carrying students' excitement from the live performance back to the classroom for deeper learning. Modern theories on instructional methods suggest that no two students learn in the same way, and the NTC Power Play game has been designed with this in mind. It embraces the concept of active learning, transferring ownership of the learning process from the instructor to the student in empowering ways, while allowing the teacher to observe and evaluate each student's learning and communication styles.

It also emphasizes critical thinking, collaboration, creativity and communication while encouraging students to persevere when initially unsuccessful, finding new and innovative ways to solve problems. Focusing on the Four C's not only increases students' retention of classroom material, but also teaches valuable life skills that young people can use outside of school in extremely beneficial ways.



What impacts did the program have on students?

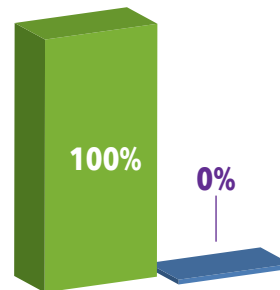
Following *The Energized Guyz* live performance, 23 educators were asked to play the NTC Power Play game and fill out evaluations.

Their responses were overwhelmingly positive. On a scale of 1-7, teachers rated the overall educational value of *The Energized Guyz: Power Play* game a 6.13. Educators also gave a very high rating to the program's ability to get students excited about participating in class, rating it a 6.07 out of 7. See below for an abridged list of survey results.

| NTC POWER PLAY TEACHER EVALUATIONS | |
|---|------|
| Overall educational value | 6.13 |
| Ability to stimulate classroom discussion | 5.67 |
| Likelihood that students will retain material covered | 5.67 |
| Ability of NTC Power Play to increase students' capacity for retaining the material | 5.73 |
| How excited were you and your students to participate? | 6.07 |
| Ability of NTC Power Play to encourage reluctant students to participate | 5.67 |

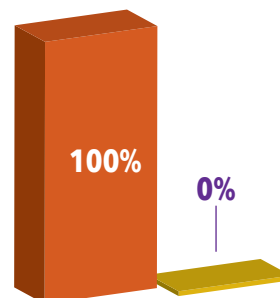
Educators were asked to rate elements of the Power Play game on a scale of 1-7. Above are the average results.

Two evaluation questions were especially noteworthy: 100% of respondents claimed they would recommend the Power Play experience to other educators, and 100% also reported that they want to use Power Play again in their classroom. These survey responses suggest that a sponsored in-class Power Play program would have long-term visibility and an extremely high usage rate among teachers and students in the community.



WOULD YOU RECOMMEND THE POWER PLAY GAME TO OTHER EDUCATORS?

Yes 100% No 0%



WOULD YOU USE THIS TYPE OF POWER PLAY GAME AGAIN IN THE CLASSROOM?

Yes 100% No 0%



Teachers' written responses reaffirmed their positive assessment of the NTC Power Play experience. Educators repeatedly cited the collaborative, fun and engaging nature of the classroom kit activity, which encouraged students to persist in order to solve problems creatively. Other teachers emphasized Power Play's hands-on nature and its ability to increase excitement and participation. It "really encouraged critical thinking and using [students'] skills in a creative way," said a 4th-grade teacher from St. Louis Park, MN. A 5th-grade teacher from Brooklyn Park, MN stated that the "engagement and interaction were excellent." Lastly, a 5th-grade teacher from Hopkins, MN claimed that their favorite part of the experience was "watching kids' reactions when they work together and solve a problem that opens a lock."

What lessons did we learn from the implementation of this program?

School-based community outreach programs can be successful when they:

- Offer something to schools that they can't get elsewhere (like live theatre)
- Align program materials with state, regional and national education standards
- Add proper motivation for schools, teachers and students to influence parents

Unique standalone educational assets, such as NTC's Power Play games and graphic novels about a variety of subjects, are replicable and scalable for use by many different organizations using varying models. By making these valuable tools available to educators at a large scale and for extended periods of time, the educational benefits and visibility of such resources can be nearly unlimited.



Because NTC Power Play makes use of the Breakout EDU platform, educators also have 12 months of free access to a full library of creative, engaging educational games on a variety of topics, including STEM education, history, language arts, financial literacy, energy usage and more. When organizations sponsor the NTC Power Play program, the custom-branded kit and a vast library of educational games on BreakoutEDU.com continue to be enjoyed



throughout the school year, leading to long-term, large-scale exposure. Sponsoring the NTC Power Play game in the classroom not only ensures greater reach and visibility for organizations throughout the community; it also engages, educates and inspires students and families, leading to quantifiable impacts on behavior change and proven ROI on energy savings, financial education and similar outreach programs.

NTC is a premium provider of educational programming with operations in the U.S., Australia and New Zealand. We work directly between schools and clients to promote beneficial behaviors and life skills to students in grades K-12 on a local, regional and national level.

Since 1978, we have formed connections and helped develop relationships between thousands of schools and corporations, nonprofits and governmental organizations. Our value is not just in the impact we create; our turnkey services also change the lives and trajectories of students, mobilize parents and entire families with beneficial messages, and cultivate community-wide goodwill for clients.

Our award-winning educational programs are free for schools and are customizable to accommodate specific messages for clients. Through formats including live performance, in-class discussion, graphic novels, print curriculum, and digital games and activities, we present topics such as health and wellness, STEM disciplines, energy conservation, safety, financial literacy, water and environmental stewardship in ways that engage and empower students. In doing so, we are helping our clients to be forces of change for students, parents and communities.

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