



Teacher Classroom Guide

Use curriculum questions inside the full management game

For teachers and classroom facilitators

DESIGN LANGUAGE

This guide matches the management-console game: navy structure, Liquid blue navigation, orange decisions, compact cards, and practical step-by-step instructions.

1. Classroom Mode in One Sentence

Classroom Mode replaces the standard weekly trivia with the teacher's curriculum questions while the full Liquid Basketball management game continues to operate.

STUDENT ACCESS

Students join with a Class Code. No student email/password is required in the anonymous classroom workflow. Teacher accounts still use the configured teacher sign-in.

2. Teacher Setup

- 1 From the opening screen choose Join a Classroom, then open Teacher Dashboard.
- 2 Sign in as the teacher and create a class with a class name and subject.
- 3 Optionally set a Private Class Key for a second access layer.
- 4 Load questions by CSV import or add them manually. Each question needs one correct answer and three distractors.
- 5 Copy the Class Code and share it with students.

3. What Students Experience

Students enter the class and play the same sports-management game. Their weekly class questions replace the standard trivia bank. Every correct answer earns +2 Trivia Points and +2 banked management interactions, connecting academic knowledge to management resources.

4. New Management Systems Students Still Use

- Academics: majors, GPA, eligibility, 120-credit degree progress, graduation tracks and graduation-rate consequences for the coach career.
- GIS: schools, fictional states/regions, hometowns, recruits, players, terrain/geology, oceans, rivers, lakes, roads, routes and mileage.
- Budget: recruiting, meals, hotel and fuel allocations with a minimum travel safeguard.
- Recruiting: interaction cost plus distance-based operating expense.
- Sponsorships and Transfer Station: Controlled, Auto - Delegated or Old School - Inactive; Transfer Station opens only in the offseason.
- Scouting and training: preparation recommendations with modest next-game bonuses when followed.
- Simulation: situation-based coaching decisions with a visible 20-second timer.
- History: completed-season records remain historical while current-season stats reset at the new season.

5. Recommended Classroom Routine

Step	Teacher action	Student action
Before class	Confirm class question bank and Class Code.	Open the class link.
Weekly question window	Use course-aligned questions and categories.	Answer the available questions.

Step	Teacher action	Student action
Management time	Circulate and discuss tradeoffs.	Use earned interactions and manage the program.
Game simulation	Prompt students to explain a decision before choosing.	Make the coaching choice before the timer expires.
Reflection	Ask why a budget/recruiting/academic decision was made.	Use box score/history/GIS evidence to explain the decision.

6. Question Bank Guidance

- Use concise question stems and four clear answer choices.
- Avoid answer patterns that make the correct choice obvious by length or wording.
- Mix recall, application and short scenario questions.
- Keep category labels consistent so filters and reporting remain readable.
- Test a small batch before importing a large CSV.

7. Student Privacy and Device Continuity

Anonymous classroom sessions are designed to avoid requiring a student email/password. If the class identity is stored in the browser, students should return on the same browser/device and should not clear the site data during the activity. Teachers should not ask students to create unnecessary personal accounts for the classroom workflow.

8. Troubleshooting

- Student cannot join: verify Class Code and optional Class Key.
- Questions do not appear: confirm the class question bank is populated and reload.
- Student lost anonymous identity: use the same browser/device when possible; clearing site data can remove browser-based identity.
- A game feature looks different from this guide: confirm the newest HTML and instruction files were deployed together.