

CEANNAIRÍ DRAÍOCHTA

MISSION KENENG



MISSION LOG



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PART 2
MISSION ZHISHI

COMING SOON..

MISSION KENENG

The year is 2030, self-drive cars were replaced by Gamavators, a teleporting device to transport humans between worlds. Primary school children hear about the great pandemic in 2020 through their online personal learner. Dark North the father of online tyranny dominates the online game network and is supported by a global network of players.



NAME: Soportar

PLACE OF BIRTH: Planet Spe

AGE: 155 years old

CODE NAME: Sierra Echo 2

LOCATION: Planet Spe



NAME: Captain Selva Steam

PLACE OF BIRTH: Planet Spe

AGE: 15 years old

CODE NAME: Sierra Echo 1

LOCATION: Not available for operational reasons



NAME: Sammillit

PLACE OF BIRTH: Planet Spe

AGE: 99 years old

CODE NAME: Sierra Echo 3

LOCATION: Planet Spe



The rulers of Planet Spe, Soportar and Sammilit, have sent their only child, Captain Steam to save the online game network from the tyranny of Dark North



Captain Steam, code name, Sierra Echo 1, is teleported in the Gamavator from Planet Spe to the Snow Castle in the Zeeko Galaxy



Selva Steam explores the Snow Castle to find the hidden phones to unlock the Gamavator



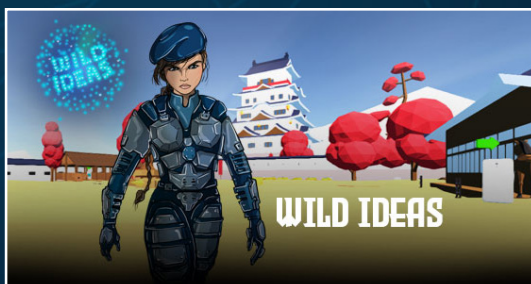
Sierra Echo 1 uses the Gamavator to teleport to the next level, Skull Island. As Captain Steam gets more collectables and unlocks more levels, her inner force grows and develops Selva Steam



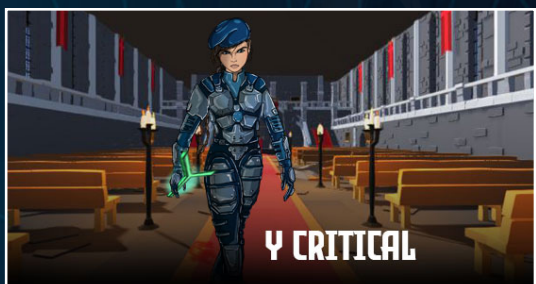
In the Suburbs, Selva must think correctly under pressure



Captain Steam uses DVGs (day vision goggles) in the Wild West to see the world from a different perspective



Selva comes up with some 'Wild Ideas' in the Castle in the Clouds

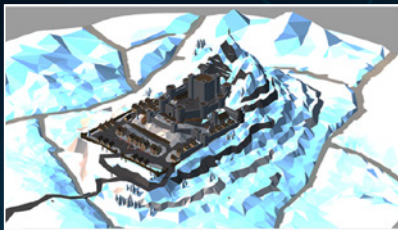


To complete Mission Keneng, Sierra Echo 1 uses the Critical 'Y' on her Wild Ideas

PLAY IN A TRULY INTERACTIVE ENVIRONMENT



ACROSS 6 WORLDS



DISCOVER THE HIDDEN PHONES



UNLOCK THE GAMAVATORS



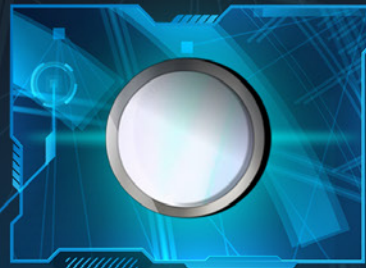
Achieve the ultimate online mission
www.zeekeo.ie/mission-keneng/

COLLECTABLES



Collect the headset on Skull Island and communication back to Planet Spe. "Sierra Echo 1 to Sierra Echo 2, can you hear me!"

Look in the mirror to see who you can see in the Suburbs. Can you find the TCUP and watch out for the gorilla.



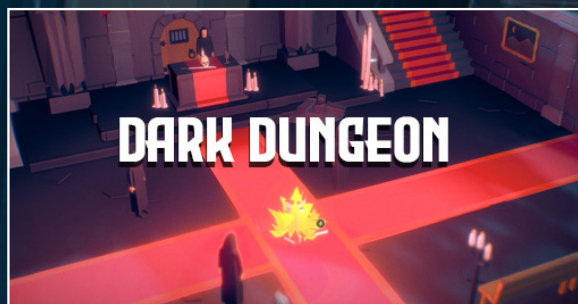
Life is a circle, behind every great person, there is another great person. Collect the teamwork disk in the Wild West.

Create 'Wild Ideas' in the Castle in the Cloud. The wilder the better.



Is does not matter if it is good or bad, all that matters is the why. Find the Y in the Dark Dungeon.

— SELECT YOUR CHALLENGE —

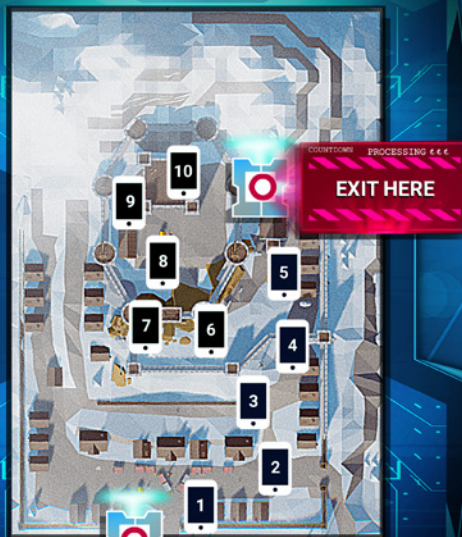


CHALLENGE 1 - SNOW CASTLE

Chapter 1

CHALLENGE 1

Your challenge is to work your way through the Snow Castle. Find the phones. Complete your mission log and report back to Soportar.

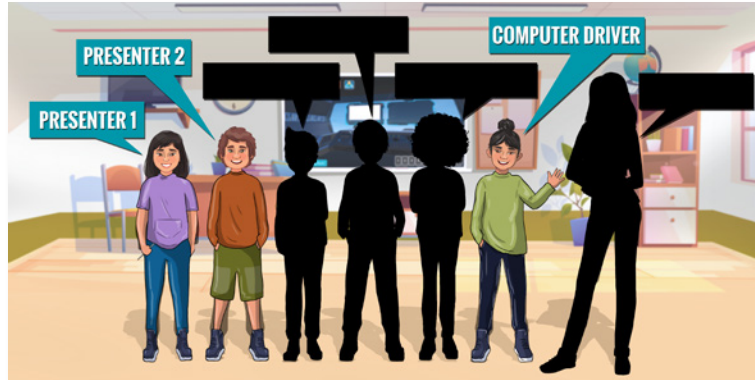


COORDINATES PROCESSING <<<
YOU ARE HERE

COORDINATES PROCESSING <<<
EXIT HERE

CHALLENGE 1 – SNOW CASTLE

PRESENTER AND COMPUTER DRIVER SHEETS



PUPIL OVERVIEW

This challenge is the start of your **Venture Journey**. You will hear from Jack O Connor from Moyo Nua and their innovation to help farmers in Malawi. Customer value is about **solving problems or getting jobs done**. An innovation is a **new way to solve a problem or to do a job**.

United Nations Sustainable Development Goals (UN SDG) are a **plan to achieve a better and more sustainable future** for all by 2030. Jack helps with UN SDG 2 - Zero Hunger. Magical Leaders like Jack come up with '**wild ideas**' and **create new value for society**.

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'**New Value Creators**' have **6 key attributes**: effective communication; emotional self-regulation; teamwork; perception; creative problem solving and critical thinking skills. Organise your Peer Educator groups and identify attributes you have to run a venture.

In the final part of the challenge recap what you did and learned. Provide feedback to the presenter (the teacher!) on **What Went Well** and would make the challenge **Even Better If** they included these take aways the next time. **You are always a winner with feedback**. It is super important when you get positive feedback or a 'take away', to say '**thank you**'.

HERE ARE THE KEY MESSAGES

- Customer value involves solving a problem or doing a job for a person
- An innovation is a new way of solving a problem or doing a job for a person
- The United Nations Sustainable Development Goals (UN SDG) are a plan to

CHALLENGE 1 – SNOW CASTLE

achieve a better and more sustainable future for all by 2030

- Magical Leaders come up with 'wild ideas' to create new ways to solve problems or do jobs for people.
- Magical Leaders create new value for society
- There are **9 Enterprise Building Blocks** for any Enterprise.
- **For Purpose** Enterprise - focused on the needs of the community and is sustainable by earning money
- **For Profit** Enterprise – focuses on maximising profit and which may do good for the community

'New Value Creators' have **6 key attributes**:

- **Communication**
- **Emotional self-regulation**
- **Perception**
- **Teamwork**
- **Creative problem solving**
- **Critical thinking skills**









Successful venture owners learn from feedback:






- It is cool to always learn from feedback. You are always a **winner when you learn from feedback.**
- To receive and give feedback use **WWW** (what went well) and **EBI** (even better if)

CHALLENGE 1 – SNOW CASTLE

MATERIALS REQUIRED FOR THE LESSON:

-  Computer with speakers and a keyboard to control the character in the lesson ☒
-  Lesson accessed through <https://education.zeeko.ie/magical-leaders/> ☒
-  Lesson projected on whiteboard ☒
-  One presenter sheet for the presenter and teacher ☒
-  One group leader sheet for each group leader (typically 4) ☒
-  Each pupil should have a Reflective Learning Log ☒

BEFORE BEGINNING THE LESSON:

-  Access the lesson on the Tomorrow's Entrepreneurs website <https://education.zeeko.ie/magical-leaders/>. Check the lesson is displayed on the whiteboard. ☒
-  Ensure that the class has been divided into groups of 5 or 6 pupils. A typical class of 30 pupils will have 4 groups or 6 pupils. Each group will have a group leader who will chair discussions and be the spokesperson for the group. ☒
-  Introduce / remind the class of the 'working agreement' rules you have for the lesson plan and classroom activities ☒

CHALLENGE 1 – SNOW CASTLE

PREPARATION INSTRUCTIONS

Presenters: Read through each screen and think about what you might say for each screen. Remember, you are a storyteller. You and your team are facilitating the learning of your class mates.

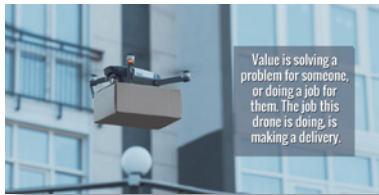
Reminder: You and your team need to work with your teacher to get the best possible learning / outcome for you and your classmates. Make sure that you know what you are going to say and do. If you have any questions about your challenge make sure you ask your teacher beforehand. You can also practice at home by getting your friends and family to play the role of the pupils that you will be helping during your challenge.

PRESENTING INSTRUCTIONS

Presenters: To yourself, **read** the “Instructions” for each phone. **Read** the completed text from each phone to the class. When it is appropriate, **discuss** with the class, what is on the screen and the text you have read out.

CHALLENGE 1 - SNOW CASTLE

PHONE 1: WHAT IS CUSTOMER VALUE?



SCREEN 1

Instructions: Explain to your classmates

Read/ Discuss: Creating value for people is solving a problem, or doing a job for them. The job this drone is doing, is making a delivery.



SCREEN 2

Instructions: Explain what Jack does

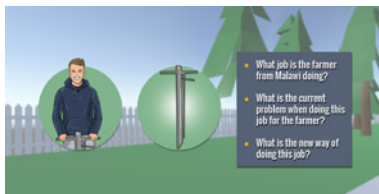
Read/ Discuss: This is Jack from Limerick in Ireland. As a teenager he set up a venture called Moyo Nua. Jack invented a tool for farmers in Malawi to make planting seeds easier.



SCREEN 3

Instructions: Show the video

Read/ Discuss: Now we are going to look at a video about Jack and farmers in Malawi.



SCREEN 4

Instructions: Ask your classmates about value

Read/ Discuss:

What two problems did the planters have?

How does Jack's invention solve the problems?

How does Jack's invention create new value for the farmers?

CHALLENGE 1 - SNOW CASTLE

PHONE 2: WHAT IS AN INNOVATION?



SCREEN 1

Instructions: Explain what an innovation is

Read/ Discuss: An innovation is a new way of solving a problem or doing a job for a person.



SCREEN 2

Instructions: Ask your classmates

Read/ Discuss: What job does a horse and cart do? What is the job a delivery van does? What is the new way of doing the job?



SCREEN 3

Instructions: Now, ask your classmates

Read/ Discuss: A delivery van delivers items to people.

What job does a delivery drone do? What is the new way of doing the job?

Does a horse and cart, delivery van and delivery drone do the same job?

CHALLENGE 1 - SNOW CASTLE

PHONE 3: WHAT IS VALUE FOR SOCIETY?



SCREEN 1

Instructions: Explain what the United Nations Sustainable Development Goals are.

Read/ Discuss: The United Nations Sustainable Development Goals (UN SDG) are a plan to achieve a better and more sustainable future for all by 2030.



SCREEN 2 - Classroom Group Activity 1

Instructions: Ask the Group Leaders to work with their group on Classroom Group Activity 1.

Read/ Discuss: Now our Group Leaders are going to do Classroom Group Activity 1.



SCREEN 3

Instructions: Ask your classmates

Read/ Discuss: What is the impact of Jack's agricultural tool for farmers in Malawi and their community? Is the impact good or bad? Why? For example does Moyo Nua's seed planter help grow food or help feed people?



SCREEN 5

Instructions: Explain what leaders do

Read/ Discuss: Being a leader means creating new value for society. Jack created new value for farmers in Malawi with a seed planter that is easy to use. Jack fulfills UN-SDG 2 - Zero Hunger



SCREEN 6

Instructions: Explain what Magical Leaders do

Read/ Discuss: Here are two barber shops. Both do the same job, cut hair. The barber shop on the left cuts hair by hand using a scissors. There is nothing 'new'. The barber in the barber shop on the right, had a 'wild idea'. He created a computer controlled scissor to automatically cut hair. Magical Leaders come up with 'wild ideas' to create new ways to solve problems or do jobs for people.



CHALLENGE 1 - SNOW CASTLE

PHONE 4: WHAT ARE 'NEW VALUE CREATORS'?



SCREEN 1

Instructions: Explain what new value creators are

Read Out and Discuss: 'Magical Leaders' create new value for society like Jack.



SCREEN 2 - Classroom Activity 1

Instructions: Ask the class to complete 'Successful Ventures'

Read Out and Discuss: Please complete the activity 'Successful Ventures'. What do ventures like Moyo Nua need to do to be successful?



SCREEN 3

Step Instructions: Point to the 9 blocks on the screen and read them out.

Read Out and Discuss: Here are the 9 Venture Building Blocks. Can you read through each block please.

Step 2 Instructions: Explain every venture has these 9 blocks.

Read Out and Discuss: Moyo Nua use these 9 Venture Building Blocks. Every venture uses these 9 Venture Building Blocks.



SCREEN 4 - Classroom Activity 2

Instructions: Ask the class to complete 'Venture Building Blocks Mix and Match'

Read Out and Discuss: Match the Venture Building Blocks on the left hand side with the corresponding Venture Building Block definition on the right hand side? If you get it right, what word does it spell?

CHALLENGE 1 - SNOW CASTLE

PHONE 5: FOR PURPOSE OR FOR PROFIT?



SCREEN 1

Instructions: Ask the class do all ventures focus on making money?

Read Out and Discuss: Some ventures focus on maximising the amount of money they earn i.e. profit. Can pupils think of some other examples? But other ventures focus on a purpose – doing good for the community. Can you think of some other examples?



SCREEN 2 - Classroom Group Activity 2

Instructions: Ask the group leaders to complete Classroom Group Activity 2.

Read Out and Discuss: We watched a video earlier about Jack from Moyo Nua. Please use your Classroom Group Activity 2 sheet to decide, in your team, is the venture for purpose or for profit? Did Jack mention any of the nine Venture Building Blocks that we have just been talking about.



SCREEN 3

Instructions: Meet Jack

Read Out and Discuss: Is Moyo Nua for purpose or for profit? Which of the Nine Venture Building Blocks does Jack mention?

CHALLENGE 1 - SNOW CASTLE

PHONE 6: MAGICAL LEADER SKILLS AND ATTRIBUTES



SCREEN 1

Instructions: Ask the class

Read Out and Discuss: What are some of the skills that 'New Value Creators' need?



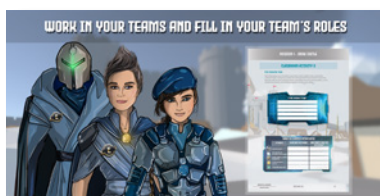
SCREEN 2 - Classroom Activity 3

Instructions: Ask the class about the 'New Value Creator' attributes.

Read Out and Discuss: What do you think we might mean by:

1. Communication
2. Emotional self-regulation
3. Teamwork
4. Perception
5. Creative problem solving
6. Critical thinking skills

Why would a 'New Value Creator' need these attributes to run a successful Venture?



SCREEN 3 - Classroom Activity 3

Instructions: Pupils work in their teams to identify which of them is going to be the presenters (x2), the computer driver (x1) and the group leaders (x3). Pupils record the details in their Mission Log.

Read Out and Discuss:

Now what about you? Decide in your teams who is going to be a presenter, computer driver and group leader. Don't forget that the presenters cannot do their job without the computer driver or feedback from the group leaders, so it is all about teamwork, and working together to help each other.

CHALLENGE 1 - SNOW CASTLE

PHONE 7: YOUR SKILLS AND ATTRIBUTES



SCREEN 1

Instructions: Talk through the ground rules for feedback

Read Out and Discuss: Feedback is the key to getting better. You always win from feedback. There are 3 tricks with feedback

- Always listen
- Say 'thank you'
- Do not argue



SCREEN 2 - Classroom Activity 4

Instructions: Ask the class to complete 'My Classmates Skills and Attribute'

Read Out and Discuss: Please write down three or more attributes that the person to your left has that could contribute to running a Venture



SCREEN 3 - Classroom Activity 4

Instructions: Ask the class to complete 'Skills and Attributes Feedback from My Classmate'

Read Out and Discuss: Now take feedback from your classmate to your right. Record in your Mission Log the attributes they identified that could contribute to running a Venture.



SCREEN 4 - Classroom Activity 4

Instructions: Ask the class to complete 'It's Cool to be me'

Read Out and Discuss: This is an even harder task! In your Mission Log, write down at least three, ideally five or more attributes that you have which could contribute to running a Venture. Part of your home activity is to look yourself in the eye/mirror every morning and say 'it's cool to be' me because.....



CHALLENGE 1 - SNOW CASTLE

PHONE: RECAP, FEEDBACK, HOME ACTIVITY



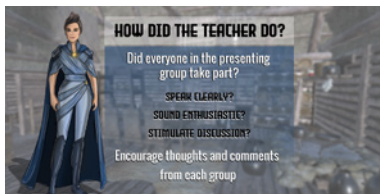
SCREEN 1

Step 1 Instructions: Find out what the class learned.

Read Out and Discuss: Can anyone tell me one thing they learned today?

Step 2 Instructions: Tell the class what you think is important from the lesson.

Read Out and Discuss: I think it is really important to _____.



SCREEN 2

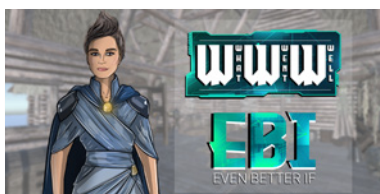
Instructions: How did they do?

Read Out and Discuss: Did they

- All members from the Peer Educator Team take part?
- Speak clearly?
- Sound enthusiastic?
- Stimulate discussion amongst the rest of the class?
- Encourage each group to feedback their thoughts / comments?



**Modeled for
Challenge 1 by the
Teacher**



SCREEN 3

Instructions: Reflect on how well the challenge went, WWW? (What went well?) and EBI (Even Better if ..).

Read Out and Discuss: Please be ready to give feedback based on what went well (three stars) and a wish... what could we do even better on a future occasion?



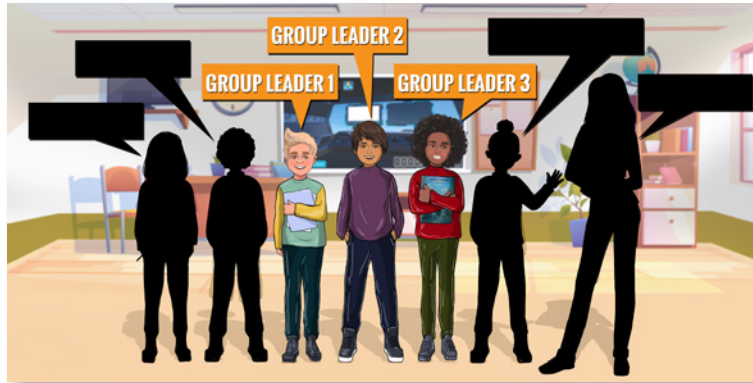
SCREEN 4

Instructions: Give the pupils details of the Home Activity

Read Out and Discuss: There is a Home Activity sheet in your Mission Log. Discuss the tasks with your parent or guardian. Make sure your parent or guardian signs your Home Activity sheet for you.

CHALLENGE 1 – SNOW CASTLE

GROUP LEADER SHEETS



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CHALLENGE 1 – SNOW CASTLE

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- To receive and give feedback use **WWW** (what went well) and **EBI** (even better if)

Group Leaders: Read through your group activity sheets. Think about what kind of answers people might give and what questions you could ask to get everyone thinking.

Reminder: If you have any questions about the challenge make sure you ask your teacher beforehand. You can also practice at home by getting your friends and family to play the role of the pupils that you will be helping during the challenge.

CHALLENGE 1 – SNOW CASTLE

CLASSROOM GROUP ACTIVITY 1



READ:

When we solve a problem or do a job for a person this creates value. An innovation is a new way of solving a problem or doing a job. What is value for society?

ASK:

Question: What is the impact on our community of a delivery drone? Is the impact good or bad? Why?

Question: Are there other ways a delivery drone could impact our community, in addition to affecting our environment?

ANY OTHER QUESTIONS



CLASSROOM GROUP ACTIVITY 2



READ:

Some ventures focus on a purpose. Others ventures focus on maximising the money that they make i.e. profit.

ASK:

Question: Is Moyo Nua for profit or for purpose?

Question: Did Jack mention any of the 9 Venture Building Blocks?

ANY OTHER QUESTIONS



CHALLENGE 1 – SNOW CASTLE

PUPIL SHEETS

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- **Perception**
- **Teamwork**
- **Creative problem solving**
- **Critical thinking skills**



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CHALLENGE 1 – SNOW CASTLE

CLASSROOM ACTIVITY 1

SUCCESSFUL VENTURES

What does a Venture like Moyo Nua need to do to be successful. Fill in the blanks below. List the actions in the left hand column and how might they do this, in the right hand column.

Action Example: Sell more products/ services	How might they do this? Get more customers

CLASSROOM ACTIVITY 2

VENTURE BUILDING BLOCKS - MIX AND MATCH

Match the Venture Building Blocks on the left hand side with the corresponding Venture Building Block definition on the right hand side. The first Venture Building Block is matched with the corresponding definition, for you.

T Channels	R The cash an enterprise generates from customers
E Relationships	P The things that enterprise must have to make its enterprise succeed
P Resources	R What an enterprise must do to make its enterprise succeed
S Costs	N When enterprises solve their problems or provide things people need
N Benefit Customers	S The money spent to provide customers with products/services
E Customers	E Resources
I Partnerships	E People that enterprises sell/provide products/services to
E Profit	I With suppliers and partners that help the enterprise succeed
R Activities	T To reach customers and communicate with them
R Revenue Streams	E Not all Entrepreneurs will focus on profit

Rearrange the letter from above to reveal a word related to this challenge. The first letter is entered for you.


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CHALLENGE 1 - SNOW CASTLE

CLASSROOM ACTIVITY 3

MAGICAL LEADER ATTRIBUTES

Write down what each of the attributes means in the blank boxes. Then, fill in how each of these attributes might help with a Venture.

MAGICAL LEADER ATTRIBUTES			
	ATTRIBUTE	WHAT DOES THIS MEAN?	HOW MIGHT IT HELP A VENTURE?
	Communication		
	Self awareness & managing relationships		
	Team working & other's perceptions		
	Creative problem solving		
	Critical thinking skills		

PEER EDUCATOR TEAM

Now what about you? Decide in your teams who is going to be a presenter, computer driver and group leader. Do not forget that the presenters cannot do their job without the computer driver or feedback from the group leaders, so it is all about teamwork, and working together to help each other.

TEAM MEMBERS ARE:	

CHALLENGE 1 - SNOW CASTLE

CLASSROOM ACTIVITY 4

MY CLASSMATES SKILLS AND ATTRIBUTES

Write down three or more attributes that the person to your left has that can contribute to running a Venture.



- 1.
- 2.
- 3.
- 4.

Classmate signature:

SKILLS AND ATTRIBUTES FEEDBACK FROM MY CLASSMATE

Now take feedback from your classmate to your right. Record in your Mission Log the attributes they identified that could contribute to running a Venture.



- 1.
- 2.
- 3.
- 4.

IT'S COOL TO BE ME

This is an even harder task! Write down at least three, ideally five or more attributes that you have which could contribute to running a Venture. Part of your home activity is to look yourself in the eye/mirror every morning and say 'it's cool to be me because:

- 1.
- 2.
- 3.
- 4.
- 5.



CHALLENGE 1 - SNOW CASTLE

FEEDBACK SHEET



Enter the date

___ / ___ / ___

Enter the team members' names of today's Peer Educators

TEAM MEMBERS ARE:

On your own answer yes or no to each question below. Then add up the score

Success Criteria	Achieved? (Y/N)
Everybody in the (presenting) group must take part,	
Presenters must speak clearly	
Presenters must sound enthusiastic	
Presenters must stimulate discussion amongst the rest of the class and	
Encourage each group to feedback their thoughts / comments.	
TOTAL YES: <input type="text"/>	TOTAL NO: <input type="text"/>



In your groups, list 3 things the presenter(s) did well.

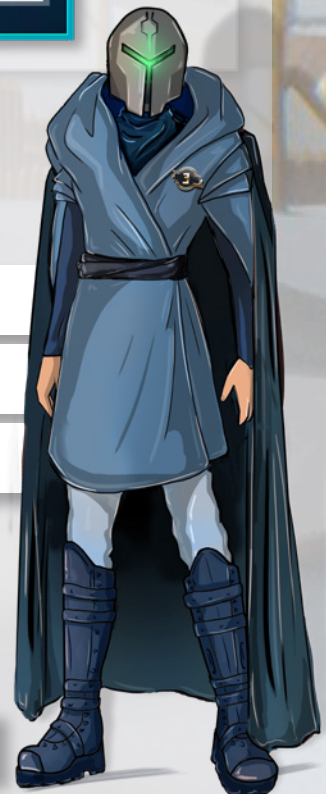
1

2

3



In your groups, note one item that would make the presentation even better if



CHALLENGE 1 – SNOW CASTLE

HOME ACTIVITY



MISSION LOG

Write down below your takeaways from the challenge today:

•
•

IT'S COOL TO BE ME

Look at yourself in the mirror and say "it's cool to be me" every day for the day next five days



PREPARE FOR THE NEXT CHALLENGE

- Talk to your family and ask why good communication is important in life.
- Can they give you an example at home or in a work setting of what they did to communicate effectively?

CHALLENGE 1 - SNOW CASTLE

THERE ARE 9 VENTURE BUILDING BLOCKS FOR ANY VENTURE.

BEDROOM
WALL



MAGICAL LEADERS HAVE 5 KEY ATTRIBUTES:



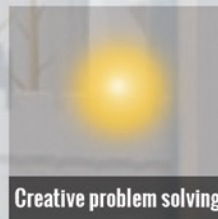
Communication



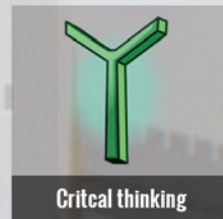
Emotional self-regulation



Team working



Creative problem solving



Critical thinking

IT'S ALWAYS COOL TO LEARN FROM FEEDBACK. YOU ARE ALWAYS A WINNER.
TO RECEIVE AND GIVE FEEDBACK USE:



LOOK AT YOURSELF IN THE MIRROR AND SAY IT'S COOL TO BE ME EVERY DAY
FOR THE NEXT FIVE DAYS.



ZEEKO

ENTERPRISE
IRELAND

CHALLENGE 1 - SNOW CASTLE

HOW WE ARE GOING TO WORK TOGETHER



Pupils are to come up with the ground rules and enter the ground rules in the section below.

SIGNED

Pupils to sign this section. I agree to use the ground rules we created during the Magical Leaders challenges.



CHALLENGE 2 - SKULL ISLAND

CHALLENGE 2

Your challenge is to work your way through Skull Island. Find the phones. Complete your mission log and report back to Soportar.

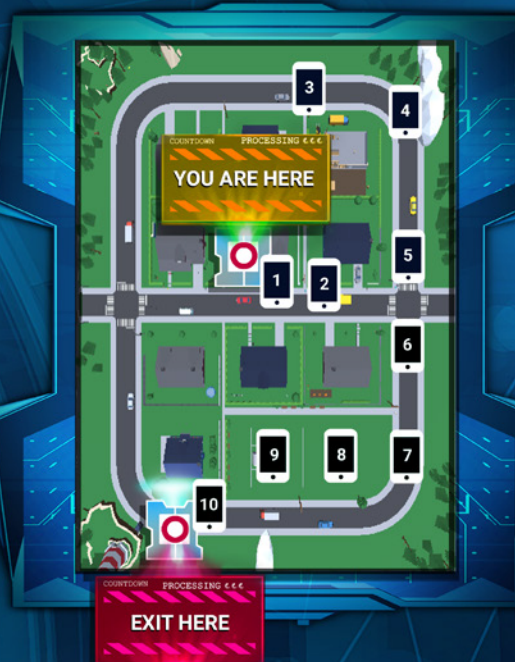


CONTINUE

CHALLENGE 3 - SUBURBAN SURPRISE

CHALLENGE 3

Your challenge is to work your way through the Suburbs. Find the phones. Complete your mission log and report back to Soportar.



CONTINUE

CHALLENGE 4 - WILD WEST

CHALLENGE 4

Your challenge is to work your way through the Wild West. Find the phones. Complete your mission log and report back to Soportar.

EXIT HERE



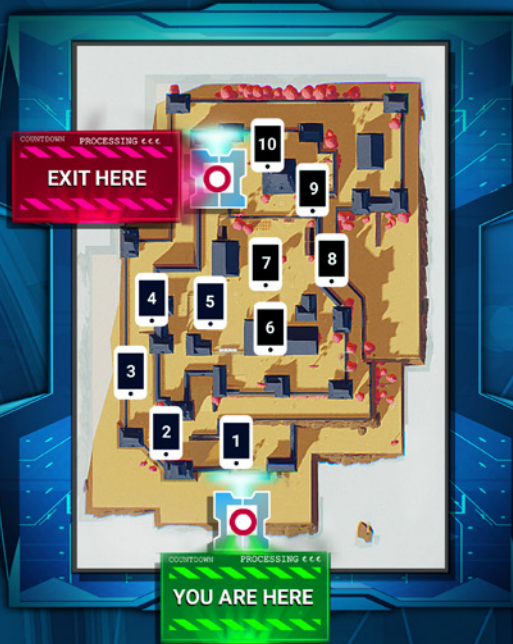
YOU ARE HERE

CONTINUE

CHALLENGE 5 - CASTLE IN THE CLOUDS

CHALLENGE 5

Your challenge is to work your way through the Castle in the Clouds. Find the phones. Complete your mission log and report back to Soportar.



CONTINUE

CHALLENGE 6 - DARK DUNGEON

CHALLENGE 6

Your challenge is to work your way through the Dark Dungeon. Find the phones. Complete your mission log and report back to Soportar.



CONTINUE

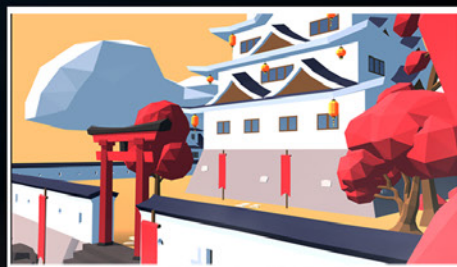
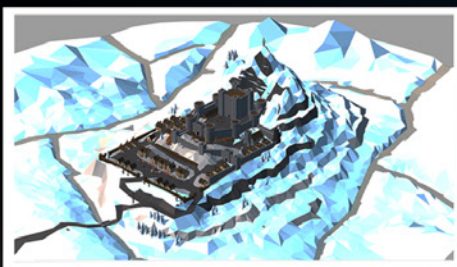
CEANNAIRÍ DRAÍOCHTA

The year is 2030, self-drive cars were replaced by Gamavators, a teleporting device to transport humans between worlds. Primary school children hear about the great pandemic in 2020 through their online personal learner. Dark North the father of online tyranny dominates the online game network and is supported by a global network of players



MISSION KENENG

The rulers of Planet Spe, Soportar and Sammilit, have sent their only child, Captain Steam to save the online game network from the tyranny of Dark North. Captain Steam, code name, Sierra Echo 1, is teleported in the Gamavator from Planet Spe to the Snow Castle in the Zeeko Galaxy. Selva Steam explores the Snow Castle to find the hidden phones to unlock the Gamavator. Sierra Echo 1 uses the Gamavator to teleport to the next level, Skull Island. As Captain Steam gets more collectables and unlocks more levels, her inner force grows and develops Selva Steam. In the Suburbs, Selva must think correctly under pressure. Captain Steam uses DVGs (day vision goggles) in the Wild West to see the world from a different perspective. Selva comes up with some 'Wild Ideas' in the Castle in the Clouds. To complete Mission Keneng, Sierra Echo 1 uses the Critical 'Y' on her Wild Ideas.



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