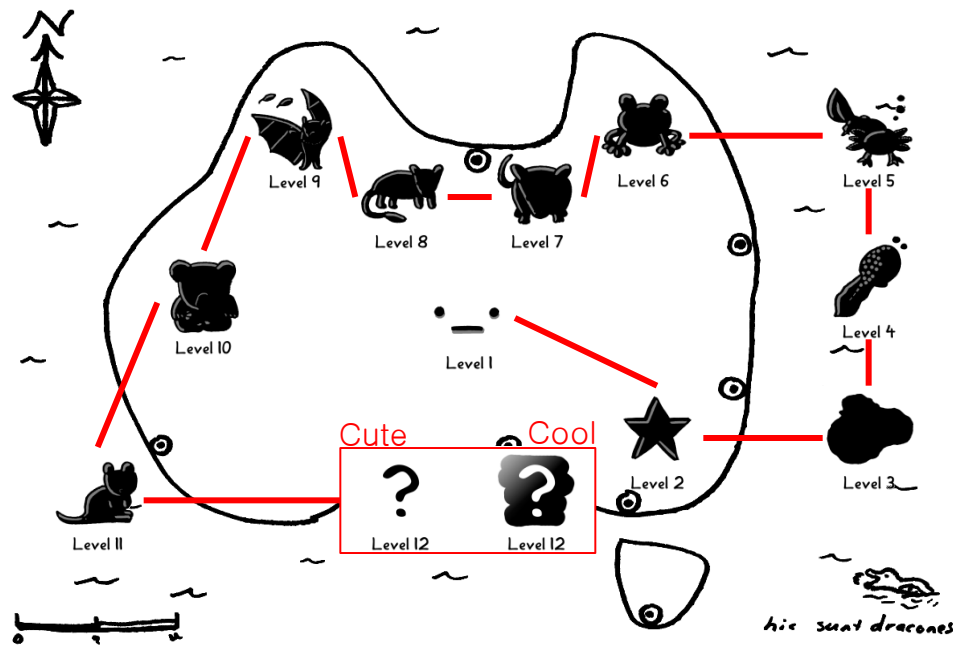
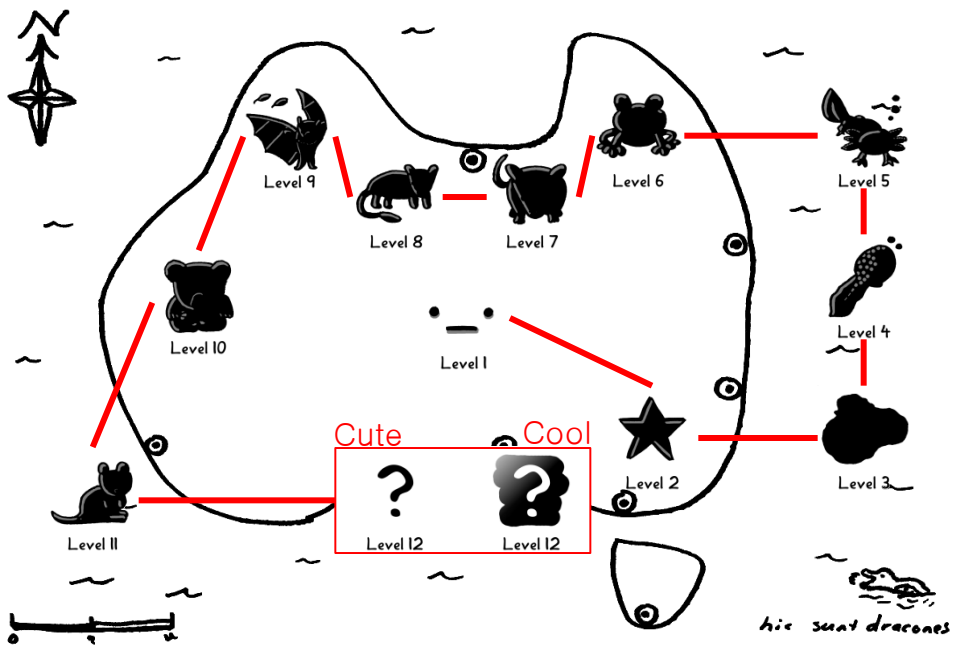




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Map of Australia

This map entitles you to Level Up your English class avatar along the *Australian Animals* themed secret-path.

Rules:

1. Only valid for the student named below.
2. You may change to this path from your previous path.
3. No bonus EXP is given when using this map.
4. Invalid in Tasmania.

Property of:

Validation:

Map of Australia

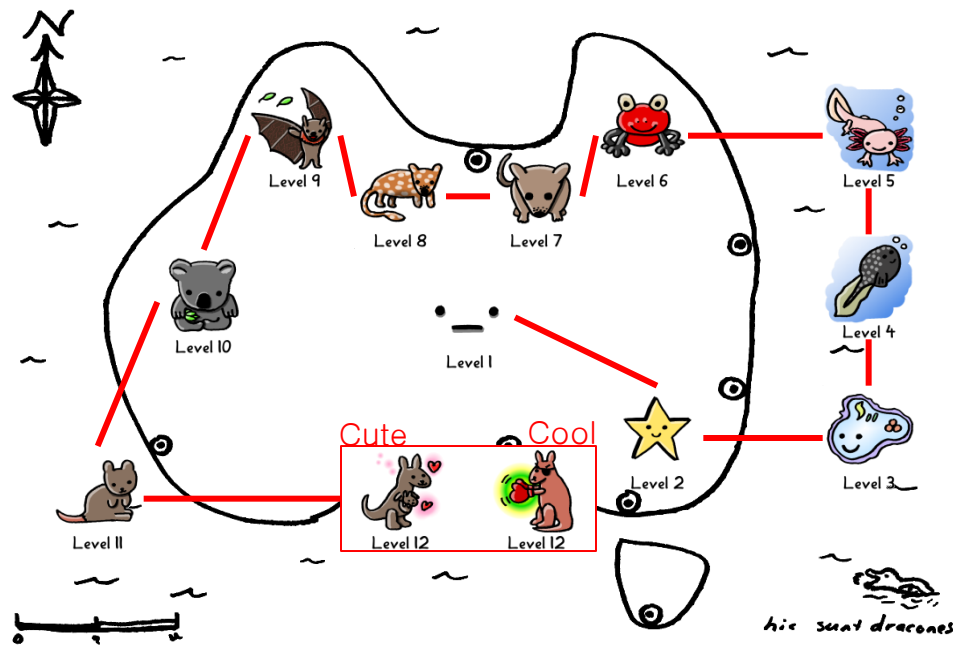
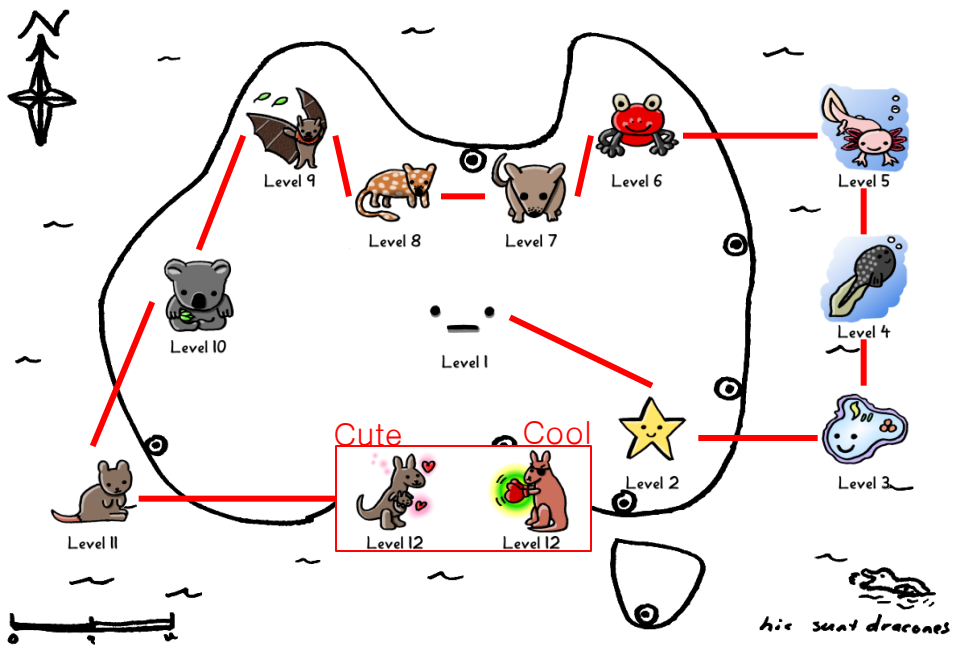
This map entitles you to Level Up your English class avatar along the *Australian Animals* themed secret-path.

Rules:

1. Only valid for the student named below.
2. You may change to this path from your previous path.
3. No bonus EXP is given when using this map.
4. Invalid in Tasmania.

Property of:

Validation:



Map of Australia - Master Copy

This map/coupon entitles one student to Level Up their English class avatar along the *Australian Animals* themed secret-path.

Intended as a reward for midyear optional activities and camp. Students are permitted to give the blank map to a friend as a gift instead of using it themselves if they wish.

Rules:

1. Only valid for the student whose name is marked on it.
2. The student may change to the path on the map/coupon.
3. No bonus EXP is given to the student upon use.

Map of Australia - Master Copy

This map/coupon entitles one student to Level Up their English class avatar along the *Australian Animals* themed secret-path.

Intended as a reward for midyear optional activities and camp. Students are permitted to give the blank map to a friend as a gift instead of using it themselves if they wish.

Rules:

1. Only valid for the student whose name is marked on it.
2. The student may change to the path on the map/coupon.
3. No bonus EXP is given to the student upon use.

Level-up Reward Scheme Expansion (Australia)

This is a expansion pack for the classroom "Level-up" style reward. The purpose of this expansion was to offer exclusive themed paths to students who participated in extra-curricular classes. Alternately, if you want a grossly simplified version of the original scheme, you could use this pack in isolation (although refer to the main package for wall and experience charts).

This document is split into three sections:

1. Avatar Stickers (pp 1)
2. Student "Maps" (pp 2)
3. Staff Master Copy "Maps" (pp 3)
4. Help Document (pp 4-5)

A "Level-up" reward system essentially works by having the teacher allocate EXP (EXperience Points) in class, or for completing homework assignments. When specific EXP goals are met, the student "levels up". At certain milestone levels, a teacher can allocate rewards to students (or whole class rewards when X students reach level X). Alternately, progress can be made its own reward.

In this expansion, the students gain the ability to turn an innocuous disgruntled smileyface avatar, much like some may already be familiar with on the web into various Australian animals.

The main reward system itself is available in a separate and otherwise complete package.



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Directions

1. First, print off the **student maps** and fold them up.

You may wish to print on fancier than usual paper for added durability as you'll find the students referring to these as they anticipate their next "level up".

2. Offer these **student maps** as a special reward to students who meet a criteria of your choosing (participation in summer, winter or afterschool classes or a contest).

3. Print off some **master copy maps** for staff reference.

4. Print off the **avatar stickers** onto **sticky label paper** and trim them horizontally into strips of stickers.

This way, code is on the end for easy reference and to give a student a new sticker, you can simply slice off the last one, like a sausage. Consider storing them with the master copy maps for ease of reference.

5. When a student gains EXP, stamp or sign it off on their **student EXP chart**.

6. When a student's EXP bar fills, give them a new **avatar sticker** from the relevant expansion pack sticker strip to display on the **public avatar chart**. Note that the final level involves a branching path.

Stickers can be piled up or students can peel the previous one off. From now on, stamp the next EXP bar down on their **student EXP chart**.

7. If you have allocated additional rewards (stationary gifts, movie classes for X students reaching level X) for specific levels, organise them now.

Q&A

Q: Are you sure this document is complete?

A: This document only covers an optional expansion to the system. The main resource pack is in another document.

Q: How many spare stickers am I likely to have if I print the entire document?

A: The paths are linear until the last step so only those the relevant students do not plus one Level 12 sticker.

Q: The full Level Up Reward Scheme is too complex. Is there a way to simplify it?

A: Yes. It would be rather easy to use one of these expansion sets in isolation. Refer to the main Level Up Reward Scheme package for public avatar wall charts and student "EXP" charts as well as detailed directions.

Q: What are the avatars for each level meant to resemble?

A: In order:

Emoji, Star, Cell, Tadpole, Axolotl, Frog, Marsupial Mouse, Quoll, Flying Fox, Koala, Quokka, Kangaroo with Joey [Cute], Boxing Kangaroo [Cool]



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