Student Visualization Protocol - “Think Before You Click”

Use the “Think Before You Click” flashcard with your students to introduce this process for solving the puzzles in the games. Show an actual game from the grade level curriculum as the steps are discussed. Reinforce the process by using these same steps with students as they work through the games in the software.

**Step 1: Where is the path?**

**Gestures:** hand on brow, searching horizon

- Identify elements of the puzzle that are involved with getting JiJi off the screen.
  - If none are visible, at least one puzzle should be played in order to make this evident.
  - Understanding where the path is will help students focus on relevant animation.

**Step 2: How can you help JiJi cross?**

**Gestures:** fingers running down arm

- Analyze mechanism for creating a “clear path” for JiJi.
- Focus students on the mechanism involved, rather than the exact answer for a given puzzle. (For example, “We need to get the platform to be the height of all the blocks,” instead of saying “We need to choose 3.”)

**Step 3: Visualize Your Answer**

**Gestures:** finger on temple, eyes closed to make mind movie

- Ask students to create a “mind movie.” This is a step-by-step look at a solution prior to clicking and activating animation.

**Step 4: Analyze What Happens**

**Gestures:** finger pointing at imaginary screen

- Get student to pay close attention to visual proof.
- Ask them to consider why a solution worked or did not work.
  - Why did solution work?
  - Will it always work?
  - Why didn’t it work?
  - What changes need to be made to solve it next time?
1. Where is the path?
How can you help Jiji cross?
Visualize your answer.
4 Analyze what happens.