



A NOTE ABOUT CONTENT

ITHRIVE SIM: FOLLOW THE FACTS contains plot points related to a public health threat posed by a mysterious illness, the death of children, and an impending natural disaster.

As you think about norms for engaging with the simulation, keep in mind that these topics may trigger unpleasant or even traumatic experiences for students that may impact their participation. Consider offering alternatives, one-to-one check-ins, and/or extra support (including access to counseling staff) for students who may find this content especially difficult. Also, look out for evidence that students need more support understanding and addressing misinformation, prejudices, and assumptions around health disparities, resource allocation, and efforts to survive natural disasters as they relate to traditionally marginalized communities, including communities of color and communities who live in poverty.





TEACHER CHECKLIST

PRE-SIM PREP: TEACHER (OUTSIDE OF CLASS)



45 MINUTES

- **REGISTER ON ITHRIVESIM.ORG (5 minutes):** Create a facilitator account on www.ithrivesim.org.
- **GATHER STUDENT ROSTER (5 minutes):** When setting up this simulation, you will be asked to input the first name of all students who'll be playing. This will be their **login ID**. Have your student roster available to upload names easily when the time comes.
- **SET UP THE SIMULATION (5 minutes):** [Create a class](#) and then create [a simulation session](#).
- **REVIEW CHARACTER ROLES AND MATCH STUDENTS WHERE THEY BEST FIT (15 minutes):** Review the notes and information on each role in the simulation below and determine which student would be best suited for each position.

NAME OF CHARACTER ROLE

LINK TO CHARACTER PACKET

SPECIAL NOTES FOR ASSIGNING

NOLA POST NEWS EDITOR

bit.ly/3x8eHoV

This character oversees the news team. They help set priorities and provide feedback on how the reporters are doing. Ideally, assign this role to a student who will be willing to start conversations and keep them going.

NOLA POST METRO REPORTER

bit.ly/367hWBn

The student playing this reporter will need to collaborate closely with the student playing the Lifestyle Reporter. Together, they will investigate and report on local happenings.

NOLA POST LIFESTYLE REPORTER

bit.ly/3h4p4EK

The student playing this reporter will need to collaborate closely with the student playing the Metro Reporter. Together, they will investigate and report on local happenings.

NOLA POST OPINION REPORTER

bit.ly/3qDrVaV

The student playing this reporter will need to collaborate closely with the student playing the Government Reporter. Together, they will investigate and report on national happenings.

NOLA POST GOVERNMENT REPORTER

bit.ly/3jwspOr

The student playing this reporter will need to collaborate closely with the student playing the Opinion Reporter. Together, they will investigate and report on national happenings.

- **ASSIGN ROLES (5 minutes)**: Using your student roster, input your students' names and assign roles. If you have access to your students' email addresses, plug those in to send invites ahead of time. Your students will receive login information that will enable to access the **iThrive Sim** platform and resources specific to their role.

We recommend that you assign roles at least two days before playing **iThrive Sim: Follow the Facts** so that your **students can log in to the platform**, review the character sheet for their assigned role, watch a brief tutorial on how to navigate the **iThrive Sim** platform, complete the role reflection exercise and review the C.R.A.A.P. Tool (a resource that supports students in evaluating the quality of the sources they'll encounter in the simulation).

- **REVIEW PRE-SIMULATION POWERPOINT (5-10 minutes)**: Look over the slides of the **Pre-Simulation PowerPoint** to familiarize yourself with the content before walking students through it.

PRE-SIM PREP: IN CLASS



45 MINUTES

- **DEBRIEF ROLE REFLECTION EXERCISE (5 minutes)**: Invite volunteers to share questions or reflections about their characters based on their prep work.
- **PRESENT THE PRE-SIM POWERPOINT (30 minutes)**: Discuss the concepts presented and answer questions. You can view a PDF version of the PowerPoint [here](#).
- **INTRODUCE VOCABULARY LIST (5 minutes)**: Share the simulation [vocabulary list](#) and go over any unfamiliar terms.
- **INTRODUCE THE RANKING SOURCES ACTIVITY (5 minutes)**: Consider completing one question from the [Ranking Sources Activity](#) together as a class as an example.
- **ASSIGN RANKING SOURCES ACTIVITY FOR HOMEWORK**: Students should complete the Sourcing activity on their own before the simulation. **Note**: An [answer key](#) for this activity is available to you as the teacher.

DURING SIM SESSIONS 1 (35 MIN) AND 2 (30 MIN)



65 MINUTES

- **Ask students to log in to iThrive Sim** then start [the simulation session](#). Use this **TEACHER OBSERVATION LOG** to record your impressions as you watch the simulation unfold (if you are able to observe).
- Remind your students that [THE C.R.A.A.P. TEST TOOL](#) is accessible via the platform. They can download the tool and consult it during the simulation when evaluating sources.

IMMEDIATELY AFTER SIM SESSION 1



5 MINUTES

- **DE-ROLE (5 minutes):** Use [this short process](#) directly after the simulation to help students separate from the roles they played.

BETWEEN SIM SESSIONS 1 AND 2



15–45 MINUTES

- **REFLECT AND STRATEGIZE ACTIVITY (15–45 minutes depending if the worksheet is done in or outside of class):** Introduce [the activity in class](#) and have students complete the accompanying worksheet in class or as homework to reflect on Episode 1 of **Follow the Facts** and prepare for Episode 2.

POST-SIM: IN-CLASS DEBRIEF AND SELF-EVALUATION



45 MINUTES

- **DE-ROLE (5 minutes):** Use [this short process](#) directly after Session 2 of the simulation to help students separate from the roles they played.
- **CAMPFIRE (40 minutes):** Lead a class debrief discussion using the process outlined [here](#).
- **POST-SIM: REFLECT AND SELF-EVALUATE:** Introduce this [activity](#) which can be completed in or outside of class as a way for students to wrap up and respond to their experience playing *Follow the Facts*.