Sword in the Stone Challenge

Teacher Setup Guide



WHOSO PULLETH OUT THIS SWORD OF THIS STONE IS RIGHTWISE KING BORN OF ALL ENGLAND

Ten swords hang in the Armory. Each one holds a question. Every right answer works the sword in the stone a little looser, and a challenger who answers all ten pulls it free. This guide shows you how to run the game, how to put your own questions into it, and how to build a Game Pack folder so you can use it any time, with or without the internet.

Free classroom game from duelinghistory.com · Teachers, keep this guide away from students: page 3 has the setup password.

How the Challenge Plays



A sword question. Students type the answer, or pick one of three if it is multiple choice.

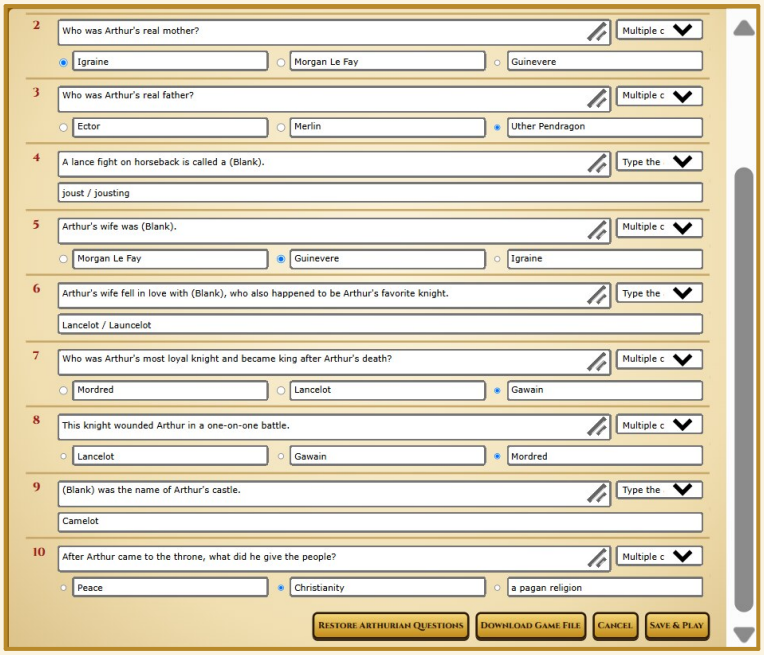
Part of the screen	What it does
The Armory (bottom center)	Ten numbered swords. Click any sword to get its question. Students may take them in any order.
Question card	Shows the question. *Type the answer* questions have a text box and an Answer button. Multiple-choice questions show three choices. **Back to the Armory** closes the card without answering.
The stone and meter	Each correct answer moves the sword up out of the stone and fills the meter (1/10, 2/10, and so on).
Scoreboard (bottom left)	Shows the Challenger's name, a Rank that rises from *Peasant* as swords are won, Correct and Misses counts, and the Score.
Directions	Opens the student instructions.
Voice: On / Sound: On	Turns the voice and the sound effects on or off. Turn them off for quiet work time or a test-prep day.
New Challenge	Clears the board for the next student or team.

Merlin's Spell Book: Changing the Questions

The game ships with ten Arthurian questions. You can replace any or all of them with your own content in Merlin's Spell Book, the hidden teacher setup.

Opening the Spell Book

1. Hold **Ctrl** + **Shift** and click **Merlin**.
2. Type the password: **`excalibur`**
3. Edit the ten questions. You can also rename the challenge.
4. Click **Save & Play** to play now, or **Download Game File** to keep a copy (see *Building Your Game Pack Folder*).



Merlin's Spell Book with the ten original Arthurian questions.

Two kinds of sword questions

Question type	How to set it up
Multiple choice	Type the question and three answers. Click the circle beside the right answer.
Type the answer	Type the question and the answer. To accept other spellings, put a slash between them: `Lancelot / Launcelot` or `joust / jousting`.

Write `(Blank)` where you want the blank line to appear. `(Blank) was the name of Arthur's castle.` shows up as "_____ was the name of Arthur's castle."

The Spell Book buttons

Button	What it does
Save & Play	Keeps your questions **in this browser on this computer only**. Another computer, another browser, or a cleared browser history will show the original questions.
Download Game File	Saves a copy of the whole game with your questions built in. This is the file to keep, share with a colleague, or put on a school drive.
Restore Arthurian Questions	Brings back the original ten.
Cancel	Closes the Spell Book without saving.

Tips for good sword questions

- Keep typed answers to one or two words, and list the common spellings with slashes. Nothing kills the fun faster than a right answer marked wrong.
- Make the two wrong choices believable. In the Arthurian set, the wrong answers are other people from the same story.
- Put the easy ones on low swords and save a tough one for Sword 10. The last pull should feel earned.
- Check facts against your textbook before you download. Once the file is shared, your questions travel with it.

Building Your Game Pack Folder

A Game Pack is one folder on your computer or school drive that holds everything for this game. When you open it, every version of the challenge is ready to go, and you need no internet connection.

A suggested layout

```
Sword in the Stone Game Pack/
   Sword_Arthurian_Original.html
   Sword_Unit3_Middle_Ages.html
   Sword_Ch5_Vocabulary.html
   Sword_in_the_Stone_Teacher_Setup.pdf
   My Question Lists/   (typed copies of your question sets)
   Extras/   (maps, readings, exit tickets for the same unit)
```

1. Make a folder named **Sword in the Stone Game Pack**.
2. Open the game, go into Merlin's Spell Book, enter a question set, and click **Download Game File**.
3. Move the downloaded file into your folder and rename it for the unit, like **Sword_Unit3_Middle_Ages.html**.
4. Repeat for each unit. Each file is a complete game with its own ten questions.
5. To play, double-click the file. It opens in your web browser.

Keep a typed copy of each question set in **My Question Lists**. Then you can rebuild a game quickly, or swap a question without starting over.

Running It in Class

Format	How to run it
Whole class	Project the game. Students write each answer on a whiteboard or scrap paper before you type in the class answer. Everyone plays every sword.
Team duel	Split the room into two teams. Each team takes a full challenge, with New Challenge between them. The higher score, or the team that pulls the sword with fewer misses, wins.
Knight's turn	One student at a time comes up to pick a sword and answer. The class can call “Help!” once per turn.
Stations	Load a downloaded file on each computer for review rotations or early finishers.

Why a challenge works

Before you know it, students care about the answer because it moves something on the screen. A sword that comes out a little at a time shows each student how close they are, and that keeps the whole room watching. Ten questions is about as long as a class will stay on the edge of its seat.

Before the bell

- Test your file on the classroom computer before class, with the projector and speakers on.
- If the sound doesn't play, click once anywhere in the game. Browsers wait for a click before they allow sound.
- Questions saved with Save & Play stay on that one browser. For anything you'll use again, use Download Game File.
- The game works for any subject with terms and facts: vocabulary, science, literature, math facts, and more. Only the swords and the stone are Arthurian.

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