Make an environmental game on Genially

Before you start

- **Choose a clear goal:** What should players learn? (e.g., "How recycling cuts emissions" or "Ways to save energy at home").
- **Pick a game idea:** Quiz, choose-your-own-adventure, escape room, board-style game, memory game, or interactive story.
- **Collect materials:** short facts, 1–2 images per scene, icons, any audio (optional). Keep sources for facts so you can cite them.
- **Decide roles (group of 4):** writer, designer (images/layout), coder/interactivity (adds buttons/links), tester/presenter. You should all help each other on each step.
- **Ask teacher for permissions:** If you need to use external images or accounts, make sure it's allowed and safe.

Time structure

Total time: ca. 120 minutes

1. **10 min:** Read guide, agree on topic and roles.

2. **10-15 min:** Brainstorm story, quiz questions, and basic layout.
3. **45 min:** Build the game in Genially — add pages, content, and interactivity.
4. **10 min:** Test game, fix broken links, add animations.
5. **20 min:** Final touches — instructions page, actions page, credits.
6. **10 min:** Share link with teacher and classmates.

Ideas & inspirations

Pick one of these if you do not have an idea right away :)

- **Quiz: Carbon Detective** — multiple questions about which actions make the biggest difference.
- **Choose-your-own-adventure: The Flood Rescue** — choices change the environment and teach consequences.
- **Escape Room: Stop the Leak** — solve puzzles based on recycling and energy facts to "escape."
- **Board game: Journey to Net Zero** — move through tiles, collect actions, avoid setbacks.
- **Memory game:** pair actions with the right explanation (reuse → reduces waste, etc.).

Step-by-step: from opening Genially to sharing the game

Step 1 — Open Genially

1. Open your browser and open www.genially.com

Step 2 — Sign in / create an account

1. Press “Start free now”.

2. Press “Student”.
3. Input a date of birth.
4. Create an account - Important: The Norwegian students must not use their school accounts as this page is blocked on their school users.
5. Select “Middle School” as your level of education.
6. Skip the “Access code” step on the platform.

Step 3 — Start a new project

1. Press “Browse Templates”

2. Try templates under "Games", "Quizzes" or "Interactive" — or choose a simple presentation layout. Remember that you can not use the premium templates (marked with a star) in the free version.

3. When you have found a template you like, press “Use this template”. This will open the editor.

4. Give your project a clear title (example: **Save the Bees — Game**).

Step 4 — Plan your pages / levels

- Think of each Genially page as one level or scene. Example flow:

    1. Title / instructions

    2. Level 1 — short info + one interaction

    3. Level 2 — mini-quiz

    4. Final page — results, tips for action, credits & sources

- In the editor, use the left panel to **add new pages**.

Step 5 — Add backgrounds, text and images

- Use the panel on the left to add images, shapes, text boxes.

- Use built-in images or **Upload** your own. Keep images school-appropriate and give credit if the image isn’t yours.

- Keep text short and readable: big fonts, short sentences, and one idea per box.

Step 6 — Make things interactive (the fun part!)

- Select an object (an image, button or shape) and look for **Interactivity** or the link/chain icon.

- Common interactivity options:

    - **Go to page:** jump to another scene/level (use this for correct/wrong answers

or moving between levels).

    - **Open pop-up / tooltip:** show extra info without leaving the page (good for facts).
    - **Show/Hide / Layers:** reveal things when a player clicks.
    - **Open external link:** link to a trustworthy page (use only if teacher says it is okay).

- Use buttons for answers in quizzes: link each answer to a different page (Correct → go to Congratulations page; Wrong → try again page).

Step 7 — Add quiz questions & feedback

- You can build quizzes by adding buttons/text for answers and linking them to pages named **Correct** or **Wrong**.
- Give quick feedback: e.g., on the Correct page write why the answer is right, and on Wrong give a hint.
- If you want a score, create a page that says how many levels they completed or show a result message — keep scoring simple.

Step 8 — Use animations and sound (optional)

- Click **Animate** on an object to add movement or entrance effects. Use these sparingly — they should help, not distract.
- To add background audio or effects, upload an audio file if your teacher allows it. Make sure the audio is short and not copyrighted.

Step 9 — Test your game (very important)

- Click **Preview** (bottom right corner) to try the game like a player would.
- Test every button and link. Make sure pop-ups close and the navigation works.
- Ask a classmate to test and tell you any confusing parts.

Step 10 — Final touches

- Add an instructions page so players know how to play.
- Add a final page with **3 real actions** people can take (e.g., unplug chargers, bike to

school once per week, recycle correctly).

- Add a **Credits & Sources** page: list where you got facts and images.

Step 11 — Save & name the file

- Genially usually saves automatically, but double-check. Make sure the project name is correct and includes your group name.

Step 12 — Share the game with classmates

1. Click the **Share** button (usually top right of the Genially editor or viewer).
2. Choose visibility options:
    - **Anyone with the link** (good for sharing in class chat)
3. **Copy the link** and send it to ad115@bergensskolen.com

Troubleshooting (quick fixes)

- *Button doesn't do anything?* — Reopen the editor, select the button and re-set the link to the target page.
- *Images won't upload?* — Check file type (jpg/png), file size, and try a smaller image.
- *Interactive works in editor but not in shared link?* — Check privacy settings and that you shared the published version (not a draft preview).

Quick checklist (printable for students)

Print or copy this checklist to stay on track during the 2-hour session.

Before building:

- Agree on topic and clear goal for your game.
- Assign group roles: writer, designer, coder, tester.
- Collect facts and images.

While building:

- Create title and instructions page.
- Add at least 3 pages with interactive content.
- Include at least 1 quiz or decision point.
- Link all buttons correctly.
- Keep text short and readable.

Final touches:

- Include a page with 3 real-life climate actions.
- Add Credits & Sources page.
- Test every button using Preview.

- Fix any broken links or confusing parts.

Sharing:

- Save the project and check the title.
- Share with the correct privacy setting.
- Send the link to ad115@bergensskolen.com