SimCity BuildIt teacher tip sheet

Getting started: Players will need to download the *SimCity BuildIt* app either on their mobile devices or the devices which have been provided for them. Players have the option to sign in (with google or facebook) or not. Players will need to name their city, and then can begin play. There are instructions for getting started in the game. It is recommended that the teacher is familiar with the game and has already played it before introducing it in the classroom, so that s/he is able to help learners. A link to the main game website is available here: http://www.ea.com/simcity-buildit/

Language: The game will download in whatever language the mobile device is set in. To change the language, close the app, then change the language of the mobile device (generally under "settings"). When the app is reopened, it should be in the new language.

Classroom application: *SimCity BuildIt* has classroom implications for government, pollution, environmental issues, infrastructure, services/resources, trade, finances, natural disasters, energy, city vocabulary, directions, decision making, etc. Learners will probably need to play for 20-30 minutes to be able to experience different pieces of the game (longer depending on the topic).

This game is not a place-based game, meaning that it can be played by learners anywhere they go, and it is not tied to a location.

For learners who may already have played *SimCity*, they can continue to play the game at their higher level. Allowing learners to play at their own level should not affect the activities. Because our activities are intended to be used in a variety of language classrooms, all materials are in English. Teachers may need to translate the definitions/vocabulary words/worksheets for students as necessary.

If not all learners have a smart mobile device, there are still options for gameplay. Learners could work in groups, could use school tablets, or contact their local university or library to get access to smart devices to use in the classroom.

Gameplay help: The "help" button in the game answers to FAQs about gameplay that should answer most questions. More help is available at https://help.ea.com/en/simcity/simcity-buildit/