



# Naming a Virus

A Game Schooler Notebook© for the board game **Pandemic**



**Game**  
**SCHOOLER**

Game-Based Learning (Unplugged)

# 01 Student Guide



The **Student Guide** helps lead and direct students while completing this Game Schooler Notebook©. It may be given to the students directly or presented to them by the facilitator.

## a. Directions for the Student

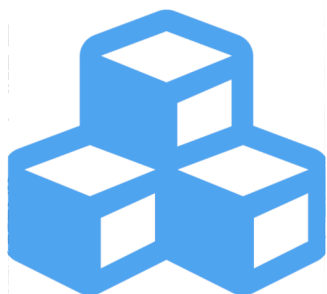
You the gamer, have been given the following task: you must name one or more of the four viruses that are threatening the existence of humanity. You have been provided with a Game Schooler Notebook© containing Virus Logs for each virus. Use the Notebook as a guide for your journey. Read through the entire list before you begin. Your steps for this project are as follows.

1. Open up your Game Schooler Notebook©.
2. Examine the four different cubes, do any of them strike you as an obvious name for a virus? If so, label it!
  - \* If you are having a difficult time getting started, simply give one of the viruses a name - any name - you can name it after a sibling, your least favorite human, or even a villain from your favorite series.
- Remember:** You are encouraged to be creative; however if you wouldn't say the name of the virus in front of your mother or grandmother, it's probably not an appropriate name.
3. When at least one of your cubes has transformed into a virus because you gave it a name, it's time to determine its symptoms! Integrate your creativity and science knowledge to create the symptoms for your viruses.
  - \* Merriam-Webster Dictionary© defines a symptom as: "subjective evidence of disease or physical disturbance".
4. Decide how specific you want to be in your description. You can list the symptoms or write a detailed description for each event occurring within the body of infected individuals.
5. You know the names of the viruses and have outlined the symptoms, now it's time to draw them!
  - \* One idea is to imagine what the virus might look like if you examined it under a microscope.
6. As a virologist, public health official, or creative writer; one of your major discoveries and critical communication points centers around determining and describing how each virus spreads.
  - \* Use your creativity and strengths to communicate how each virus spreads. You may use sketches or descriptions depending on your strengths.
7. Lastly, in order to defeat the virus, you'll need to know the cure. Write down how to cure the virus you've created.
8. When your virus is complete, you'll be expected to share your new viral discovery.
9. Armed with information on these new viral threats, you're ready to take on the most dangerous pandemic the world has ever seen. Good luck saving humanity!





hyacinthum triplicata

**Virus Name:**

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**Symptoms:**

Subjective evidence of disease.

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**Transmission:**

How does the virus spread?

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**Appearance:**

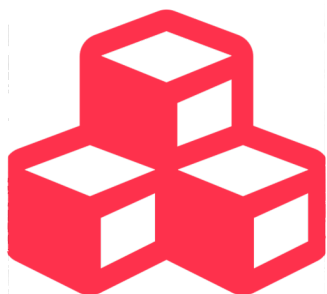
Draw a picture of the virus.

**The Cure:**

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red triplicata

**Virus Name:**

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**Symptoms:**

Subjective evidence of disease.

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**Transmission:**

How does the virus spread?

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**Appearance:**

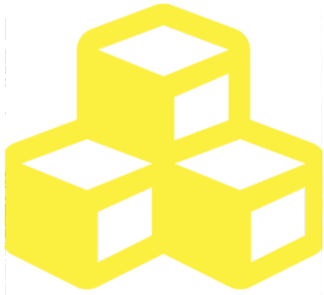
Draw a picture of the virus.

**The Cure:**

---



flavo triplicata

**Virus Name:**

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**Symptoms:**

Subjective evidence of disease.

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**Transmission:**

How does the virus spread?

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**Appearance:**

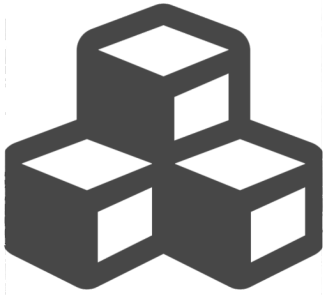
Draw a picture of the virus.

**The Cure:**

---



nigrum triplicata

**Virus Name:**

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**Symptoms:**

Subjective evidence of disease.

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**Transmission:**

How does the virus spread?

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**Appearance:**

Draw a picture of the virus.

**The Cure:**

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## Authors

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## About

Game Schooler utilizes modern tabletop games to develop skills in entertaining and innovative ways to increase engagement while bringing people together in an offline world.

Developed by two avid gamers, one a doctor of education, and the other an entrepreneur, Game Schooler began as an idea to use modern tabletop games to educate students in new and engaging ways.

## Game Schooler Podcast

The Game Schooler Podcast© is a weekly audio show celebrating the educational value of tabletop gaming. Each week Doug and Michael recommend a family-friendly game and uncover the skills players can learn during gameplay. Every episode includes discussion on the merits of gameschooling and features a Weekly High Five list of additional games listeners may want to explore. [Learn More >](#)

## Recommended Games

We make recommendations based on educational merits, popularity, production quality, difficulty, play-time, and overall value. It's basically the Colonel's seven secret spices, but for board games!

These games are great additions to any collection, and have been featured on the Game Schooler Podcast or incorporated into Game Schooler Skill-Builders and Discussion Guides. Use the Filter on the left to find a new favorite. [Check out the Database >](#)

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