CURRICULUM PREVIEW

# PLAY THE GAME. EXPLORE THE CAREER. DISCOVER YOUR FUTURE.

A school and district introduction to hands-on, collaborative career exploration through Flying House Games.

## BEAT 'EM AT THEIR OWN GAME!

Five-day classroom challenge overview | Educator-facing sample | November 2026

THE DAILY VIDEO ADVANTAGE

# A NEW MISSION.
# EVERY DAY.

Students start each session with a polished video featuring Geo,




PROFESSIONAL VIDEO BRIEFINGS | FIVE-DAY PROGRAM

## What this means for schools

- A consistent, engaging launch for each day's activity
- Clear on-screen instructions before students begin
- Less pressure on teachers to deliver a lengthy introduction
- A familiar on-screen host who helps sustain momentum

**Teachers facilitate. Geo sets the stage. Students take action.**

Screenshot of the Beat 'Em at Their Own Game! five-video lesson library.
Illustrative preview; full instructional videos are included with licensed access.

# 01 / What will students learn?

The curriculum is designed to develop practical skills through creative teamwork, guided experimentation, and reflection. Learning objectives vary by module.

### Creative problem-solving

Students imagine challenges, test ideas, identify what does not work, and revise their designs.

### Communication & collaboration

Students explain rules, share responsibilities, listen to teammates, and practice constructive feedback.

### Planning & iteration

Students turn a concept into a workable activity, rehearse it, and improve it based on results.

### Career awareness

Facilitators connect students' decisions to engineering design, project management, communication, and other professional skills.

Important: These are intended learning opportunities, not claims of independently validated student outcomes.

# 02 / What will students actually do?

A representative five-session progression for Beat ’Em at Their Own Game!. Each session is planned for approximately 40–45 minutes.

### DAY 1 / DESIGN

Teams form small developer groups and invent hands-on mini-challenges from the supplied materials.

### DAY 2 / RULES

Students write and combine clear, fair rules, then explain how their games work.

### DAY 3 / PRACTICE

Teams rotate through stations, try different strategies, and learn from one another.

### DAY 4 / REFINE

A rehearsal reveals problems; teams improve rules and prepare for the competition.

### DAY 5 / COMPETE & REFLECT

Students complete the main event and discuss the real-world skills they used.

# 03 / What is required of teachers?

The facilitator leads the experience, while students take an active role in designing and operating the challenges.

### Before the week

Review the selected module's guide and mission briefings, confirm the class schedule, prepare the space, and assemble materials.

### During each session

Introduce the daily mission, organize groups, supervise activities, support accessibility needs, keep time, and guide reflection.

### After the activity

Collect feedback, identify effective student strategies, and connect the experience to career-related skills.

# 04 / Materials and technology

Hands-on supplies: Module-specific, generally accessible activity materials. Exact quantities and the materials list are supplied with the licensed module.

Technology: A classroom screen or projector and a compatible device for viewing video mission briefings. Reliable connectivity may be needed for streaming.

Space and supervision: Enough room for team stations and safe movement, with adult supervision appropriate to students and the activity.

# 05 / How does this connect to careers?

Each phase provides an opportunity to discuss how real professionals approach problems and work together.

### Engineering & product design

Students design, prototype, test, troubleshoot, and revise a challenge.

### Business & project management

Teams plan activities, divide responsibilities, manage constraints, and improve processes.

### Communication & leadership

Students explain rules, negotiate decisions, coordinate teams, and present ideas.

# What school leaders can review

A practical adoption discussion can cover grade suitability, session length, materials, teacher support, accessibility, school-site licensing, and a multi-school rollout.

Next step: Visit the Administrators page or request enrollment information.

Preview notice: This is an informational overview, not a complete licensed lesson plan, assessment instrument, or permission to reproduce the curriculum. Classroom demonstration footage and testimonials are forthcoming.