# Job Explorer Database

## Treasure hunts in Jed, the Job Explorer Database

Treasure hunts are multi-player games for use in the classroom.  They help to get students thinking about issues surrounding careers, skills, and employability.  The treasure hunts also encourage learners to familiarise themselves with Jed, as a good basis for independent learning.

This leaflet takes you through the treasure hunt operation step by step.  There are also notes about it in the 'notes for tutors' section of the Jed help.

## Overview

The basic game play is that the tutor sets various treasure hunts, like 'Find a job where you make things.' The students then use Jed to try to find an eligible job. Jobs that are part of that treasure hunt will have a treasure chest picture, and the students click on the picture to register their claim. The tutor can see who is searching and who has found what jobs.

The treasure hunts help to introduce various National Curriculum objectives, such as understanding changing patterns of employment, introducing ideas about different working environments, and understanding the qualities needed for employability. They are also a fun way of introducing students to Jed and getting them to find their way around it.

## Requirements and availability

The treasure hunts are part of Jed and work on the internet version of Jed. They also work where your Jed is installed to a server and used across your network.

To use the treasure hunts, you need to be in a classroom where the students all have computer terminals (one each, or two to a computer) or tablets, and you as tutor have a computer too.

### Step-by-step tutor preparation to get a game ready

1. In Jed or First Jed, click on the 'tutor' link at the bottom of the main menu page.

2. Log in to the password-protected tutor area (your licence email contains the default password).

3. In the 'Treasure hunts' section of the tutor settings page, click the link to go to the treasure hunt administration page.

4. Click the 'Create new' button, to create a new treasure hunt game.

5. Give your treasure hunt game a name. This is the name by which your students will identify the game they want to join, so choose something simple and descriptive (e.g. 'Class 10').

6. Put your name in the box provided for showing who owns this game. This helps your colleagues to see who set this game. It is also visible to the students when they choose from the list of games they can join.

7. Add a password in the relevant box if you like. Usually this is not needed, but it can be useful in a big school or area network where you want to make sure that only your students can join your game.  Passwords are case-sensitive.  If no password is required, leave the box blank.  Click on OK to create your game.

**Now that your game is created, you can set the treasure hunt for it.**

If you have followed the steps above, you are now at the details page for your newly-created treasure hunt (you can get to the details again later if you want by clicking on the main menu page 'tutor' link to the password-protected tutor settings area, following the link to the treasure hunts, and then clicking the name of a game).

8.  In the details page for your game, click on the 'change treasure hunt' link, and then click on the treasure hunt that you want to set for this game. Each hunt has an expanding 'tutor notes' section that you can click to view some notes about this hunt. Click on the 'OK' button at the bottom of the page when you've chosen the treasure hunt you want to use.

9.  This treasure hunt is now set for your game. The challenge text now shows on the main menu screen for students participating in your game. At the bottom of your hunt details page you can now see a list of all students ('hunters') in your game, and see how they are getting on.

10. You can change to another treasure hunt challenge at any time, by clicking on the 'change treasure hunt' link again (from the treasure hunt game details page, as before). When you change the treasure hunt for your game, this resets the game and students can start trying to find a job to meet the new challenge.

---

### Game play - students

1.  Click on the 'treasure' link at the bottom of the Jed main menu page.

2.  Click on the name of the treasure hunt game you want to join.

3.  Enter your name in the box. This name shows clearly on your Jed main menu page, and also shows on the list of names that your teacher and other players see during the game.

4.  Follow the link back to the Jed main menu page, and watch the instructions box in the centre of the page. This box is blue while waiting for a treasure hunt to begin, then turns yellow when the hunt begins.

5.  When the treasure hunt begins, the yellow box shows the question for the hunt. Read it carefully and then try to find a job that matches the question.

6.  When you find a matching job, it will have a treasure chest picture next to it. Click the treasure chest picture to register your find.

---

**Differentiation for learners working at different speeds**

When setting a treasure hunt challenge, start by letting the treasure hunters search based just on the text of the treasure hunt question. Then after a while, if appropriate, give your own hints from the front of the class to make it easier for users who have not yet found a matching job. Keep giving hints until everyone has found a matching job.

For more able learners, offer them double points if they come up with a matching job that no one else thought of. This pushes them to think beyond just the most obvious matching jobs.