

Play the Knave



**HIGHLY INTERACTIVE CLASSROOM ACTIVITY
THAT CONNECTS STUDENTS WITH SHAKESPEARE**

**FUN & UNIQUE GAMING INTERFACE THAT SUITS
DIFFERENT LEARNING STYLES**

**DIVERSE AVATARS HELP STUDENTS EXPLORE
SOCIAL JUSTICE ISSUES**

The University of California, Davis, English Department is offering teachers in the U.S. **free access** to a **digital game** developed at our university that **gets students up on their feet** performing scenes from the plays in a fun, low-pressure way. We provide the **equipment, lesson plans, and assistance** with set-up or instruction.

Using a karaoke-style interface combined with virtual reality technology and physical theater games, our program helps students build **critical reading and literary analysis skills** while they **explore social justice concerns** in Shakespeare's plays.

At the center of our program is the mixed reality video game *Play the Knave*, which has been used in schools and cultural organizations around the world.

MEDIA MENTIONS:



NO COST TO YOU

Simply reserve one or two class periods for the activity.



YOU CHOOSE THE PLAY

Our complete program offers lessons on *Romeo and Juliet*, *Macbeth*, *Hamlet*, and *Othello*. Or using your own lesson plan, your students can perform scenes from other plays.



WE PROVIDE EVERYTHING YOU NEED

Including the computer, other equipment, a lesson plan, and optional writing assignments correlated with Common Core learning standards. We also assist with planning and implementation of the lesson. (If you live near Davis or Sacramento, CA, someone from our academic team can assist in person.)



CONTRIBUTE TO OUR RESEARCH

Teachers interested in the program have the opportunity to participate in our university's research into how games and creative play enhance Shakespeare learning.



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<https://playtheknave.org>

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HERE'S WHAT OTHER TEACHERS SAY:

"Because of the format, the students didn't seem to suffer from any of the usual hesitation of reading a difficult text aloud." (Kathleen, Waldron Mercy Academy, Pennsylvania)

"They laughed a lot and had a great time. Also, the more timid students had less anxiety about getting up and performing." (Tim, River City High School, California)

"It engaged the kids on a high level. Motivation and interest are two of the hardest things to cultivate in the classroom when dealing with difficult texts such as Shakespeare. This video game significantly increased the students interest in participating and their motivation to engage on a serious level with the text." (Rachel, City of Hialeah Educational Academy, Florida)

"The game defied their stereotypes of what characters in Shakespeare should look like. One African-American student chose a black man in a suit to play Hamlet because the man resembled him. The students discussed how it was interesting to 'change things up' by having the characters look modern or like a robot or an alien." (Molly, River City High School, California)

"My students were able to go straight into acting without having to memorize lines, and this is important because many students in the class read below grade level and they struggle enough with the language as it is." (Raul, Florin High School, California)

