KEENVILLE

Navigating the Keenville World
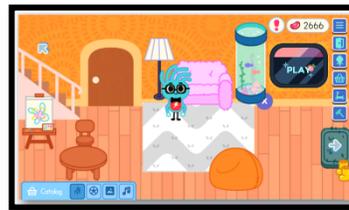
This is the entry screen into Keenville.

Background Story

The Problem to Solve

Keen Avatar's Home

Within the Keen Avatar's home, the player can use beans to buy items to decorate the home, add a room or yard, visit the Keenville Garage to purchase a vehicle, or play mini-games such as **_Get Those Beans!_** and **Space Train**. These two games are free-play games that players can play anytime they choose, without being assigned to them.

When players exit the Home and enter the world of Keenville, they can navigate to an assigned game by walking the world paths or by fast-tracking to a game via the pop-up map. The map displays assigned games with a gold star. Teachers determine the number of assigned games, so games available will change based on the teacher's assignments. Players will click on the star to reveal the game name and click **Travel** to fast-track to the game.
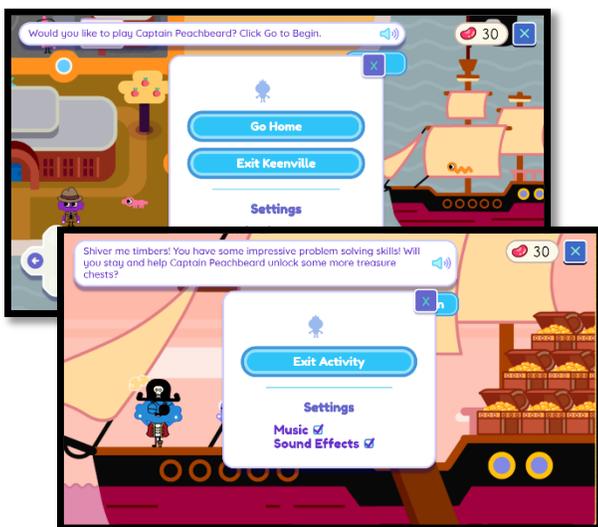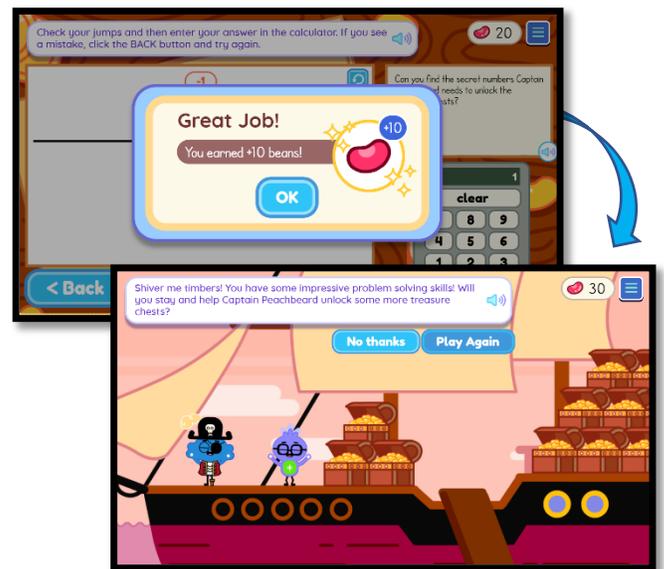
Navigating the Keenville Games

When players navigate to the game, they can click **Go** to enter the game. Once entering the game, the player will be provided the Keen's problem to help solve. They should click **Start** to play the game and help solve the Keen's problem, or click **No Thanks**, to exit the game site.

The End of a Round of Play

At the end of the level of play, players will receive a Bean Reward based on their work in the game. When the Bean Reward is displayed, note this is a good time to stop playing, especially if time is limited. Players should click **OK** to receive the bean reward, and then will be asked if they want to **Play Again**. Click **No Thanks** to end play or click **Play Again** to play another round of play. Note: if players proceed in the game and do not complete the level, they will start over at the beginning of the level when returning to play the game.

The Navigation Button

Players have access to the **Navigation Button** in areas of game play. The Navigation Button allows players to **Exit Activity, Go Home, or Exit Keenville**. Players can also edit the game and world settings by clicking on the box next to **Music or Sound Effects**. Players can edit the music and sound effects, as needed, throughout the entire Keenville experience.