

# Instructional Guide



#### **GREETINGS!**

Welcome to Level Up Health! Over the next ten weeks your students (or student) will have the opportunity to learn about a variety of core nutritional elements to help them live a healthier life. They will help aide Sarah Strong in freeing Planet Nutritia from the evil and unhealthy clutches of Lord Processor and The Junk Force.

Our program is designed to integrate seamlessly into your schedule by providing short and simple exercises that are proven to be effective at encouraging a healthy lifestyle with students. Exercises will have students completing various health related questions, reading nutrition labels, participating in exercises, and practicing healthy eating habits.

The exercises are aimed to be self-explanatory, and your assistance from time to time to explain components of each exercise will help the students further understand and enjoy the program.

This instructional guide should help give you everything you need to run a fun and effective program. If you have any questions at anytime, you can email me at jordan@leveluphealth.org.

Thanks you again, and Enjoy!

In good health,

Jordan Kent Founder



SARAH STRONG



# SUMMARY OF PROGRAM

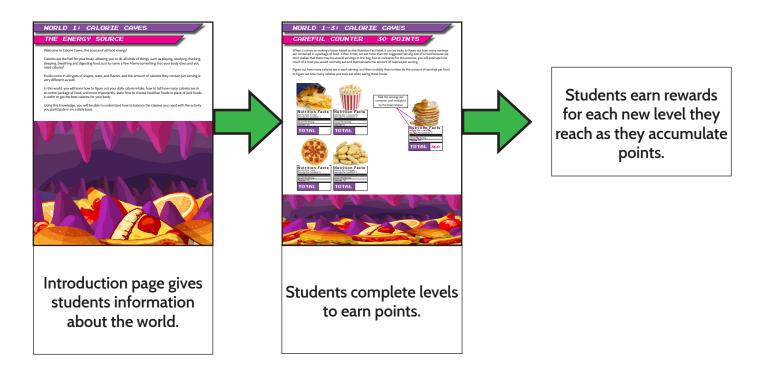
The Level Up Health Program consists of ten "worlds" each containing various "levels". Each world teaches one core nutritional element. For example, World 4: Sugar Slopes, focuses on sugar.

Each world is accompanied by a video online and will provide an informational page on the nutrition topic and a vocabulary section.

Each level within a world is represented by either 4-1, 4-2, 4-3, etc. and will have a name, such as "Careful Counter". There is also one optional bonus level in each world, and one mandatory exercise level in each world.

Students will earn points for each level they complete, with some levels containing bonus points or partial credit. As students earn more points, they will "Level Up" and receive rewards that you have discussed with them.

You will maintain a running total of points that students earn during the program, and reward them when they reach a new level.





## STARTING THE PROGRAM

To start the program, play the first instructional video and have students open up to the introduction pages (page 1). This will provide background on what the students will be doing, and provide insight into the story.





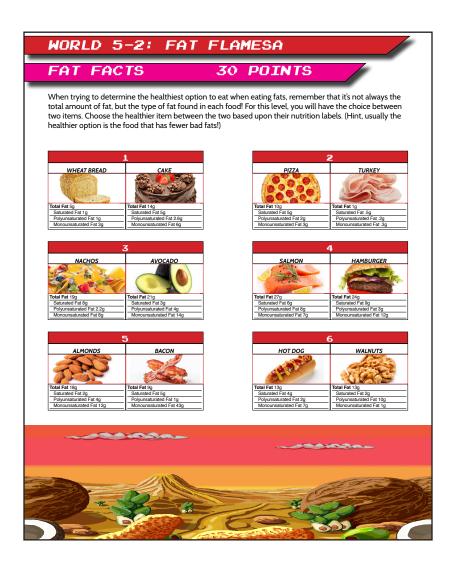
Instructional videos will present all of material, vocabulary, and levels for each world.





# LEVEL PAGES

Level sheets will have the name of the level, the description for the level, places where students can fill in their answers, and the total points for the level.

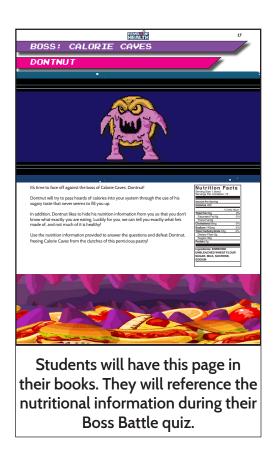


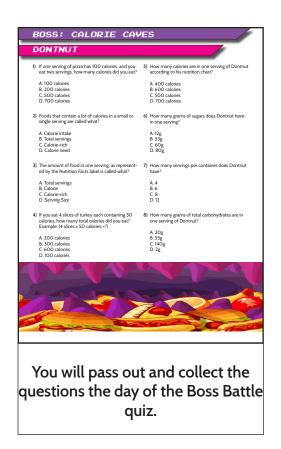


#### BOSS BATTLE PAGES

At the end of each world, students will have a "Boss Battle" which is a short 8 questions quiz pertaining to the topics and levels they just covered in the world. Each question is worth 5 points, for a total of 40 points possible per quiz.

Boss Battles will typically take place on the last day of each week (Friday).



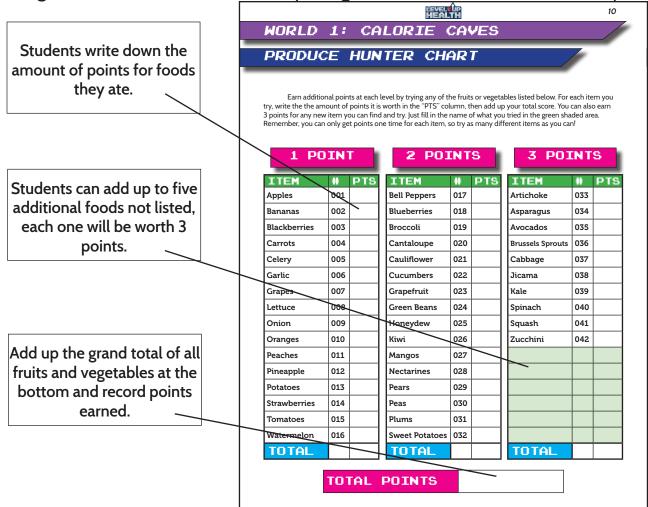




#### PRODUCE HUNTER PAGES

Each week students will get a chance to earn points on top of those awarded by the levels in each world by eating various fruits and vegetables.

Each week, students will mark a fruit or vegetable they ate, and earn points for each item they ate. Points can only be earned once per week per item. In addition, students can try fruits or vegetables not listed on the chart by filling in their information in the blank spaces.



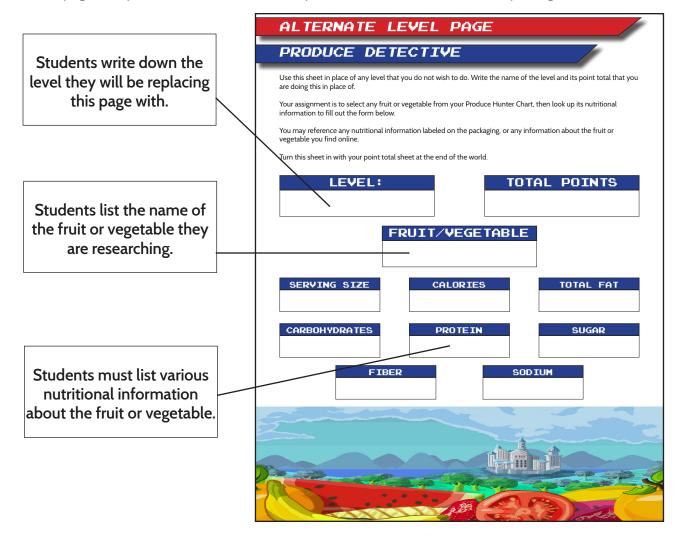


# ALTERNATE LEVEL PAGES

If there is any reason a student cannot do a particular level, they may choose to do an alternate level page.

These pages have students pick a fruit or vegetable on their produce chart, then research and record important nutritional information about it.

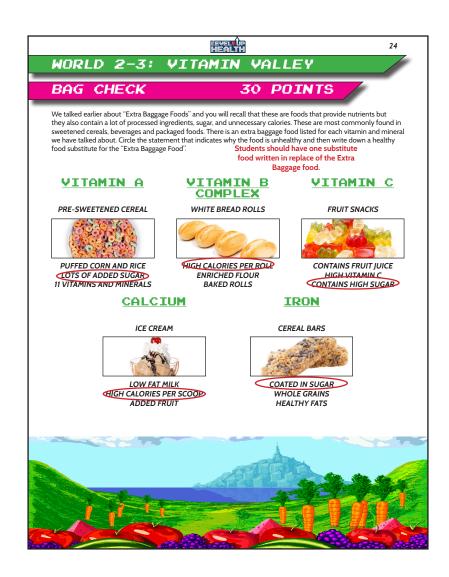
Alternate level pages will provide the same amount of points as the level students are replacing with it.





# ANSWER KEY

At the end of the PDF curriculum, after a few blank pages, we have included an answer key for you to reference.





## COLLECTING POINTS

Students will turn in an end of world page at the end of each week. You can choose to either grade their performance with our answer key, or simply award participation points.

Reference these end of world sheets to add up a student's total according to how yuo want to grade (performance or participation.)

Once you have collected this, you will record the points for each student.

Students write down their score for each world they have completed.

A parent or guardian will sign off on the total points for each student after reviewing their work.





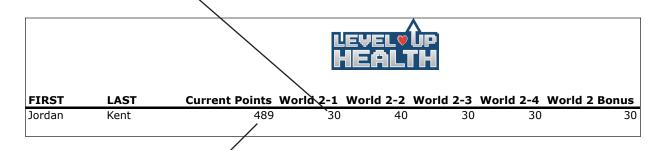
## TRACKING POINTS

You can add up and write down your student's points as they progress through the curriculum. To help assist you in keeping track of your student's scores, we have a Microsoft Excel spreadsheet that has pre-installed formulas to easily keep track of scores and tell you the current level your students are at.

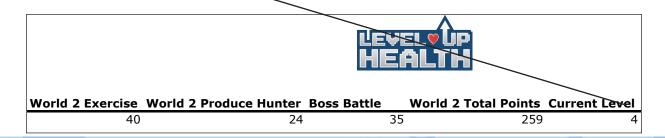
There is a separate page for each world. Simply enter in the names of your students on the left, then fill in their scores as they make their way through the program.

The spreadsheet will automatically update the student's overall points and what their current ranking should be at. Use this ranking number to pass out the appropriate Level Up wristbands at the beginning of each week.

Enter in scores for each student as they complete each level



Total scores and current level will be auto-populated. Reference this when its time to reward a new level.

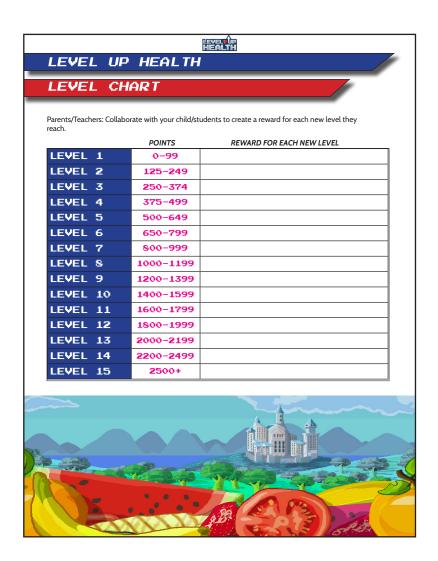




# LEVEL ACHIEVEMENTS

As students accumulate points, they will "Level Up". At each new level they reach, you will reward them with something you have chosen.

You can decide to either pre-fill out rewards, or select them as your student reaches a new level. You can find this sheet in the introduction pages of the curriculum.





## SAMPLE WEEK

The Level Up Health program should take 10 weeks to complete with each world being covered in one week.

Here is a snapshot of what a typical week would look like:

#### **MONDAY:**

- Pass out any new wristbands that students earned.
- Play video for the new world.
- Answer any questions students may have.

#### **MID WEEK:**

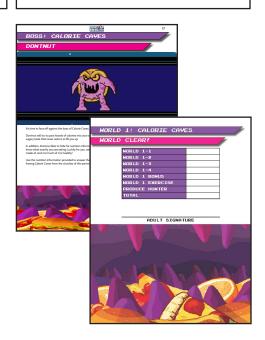
- Remind students about their Produce Hunter charts .
- Ask if students have any questions about the levels.

#### FRIDAY:

- Collect signed point sheets from students.
- Pass out Boss Battle quiz, then collect when students are done.
- Update point totals for students on Excel spreadsheet.









#### HELPFUL FAQS

#### Where can I find the link to videos?

Video links can be found on our website: www.leveluphealth.org. Click on Resources/Videos and scroll down for links. For digital books, videos can be accessed by clicking on the "Play Video" buttons.

#### Where do I keep track of levels my student reaches?

There is a level tracking sheet at the beginning of the curriculum you downloaded, in the Introduction section.

#### Where can I find the Excel spreadsheet, or alternate level guides?

On our website, go to Resources and scroll down for the link.

#### I have a student who does not have access to resources to complete a level, what can I do?

Have the student complete an alternate level page. This can be found on our website at Resources/Videos

#### I can't find my answer key!

Your answer key is included in the downloadable PDF. It is at the end of the regular curriculum after a few blank pages.

