

# MAGICAL LEADERS

Teaching Pupils how to think not  
what to think



QUICK START GUIDE



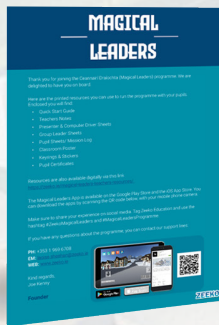
## QUICK START GUIDE

### HOW DO I RUN A LESSON IN MAGICAL LEADERS?

For lesson set-up and instruction videos, login to: <https://portal.zeeko.ie/>

### WHAT DO I RECEIVE FROM ZEEKO?

Cover Letter



Quick Start Guide



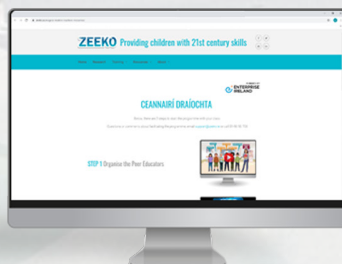
Teachers Book



Classroom Poster



Online Resources



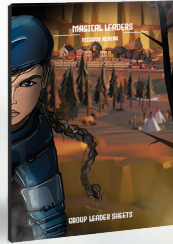


# QUICK START GUIDE

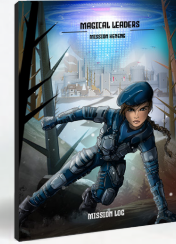
Presenter & Computer  
Driver Sheets



Group Leader Sheets



Pupils Books



Interactive Online Platform



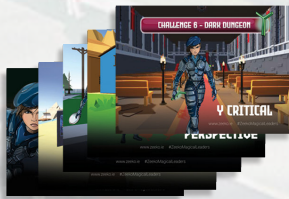
Apps



Pupils Certificate



Stickers



Teacher Feedback Stickers



Key Rings



## WHAT DOES THE PROGRAMME COVER?

### TEACHER LED



#### 1. NEW VALUE CREATORS

### PUPIL LED



#### 2. EFFECTIVE COMMUNICATION



#### 3. SELF-AWARENESS AND RELATIONSHIPS



#### 4. TEAM-WORKING



#### 5. CREATIVE PROBLEM SOLVERS



#### 6. CRITICAL THINKING

There are  
six lessons.  
Each lesson  
is focused  
on a different  
transversal skill



# QUICK START GUIDE

Celebrate the learning with a seventh session with parents/carers. Or take pictures/videos and upload them to the <https://zeeko.ie/magical-leaders-wall-of-fame/>



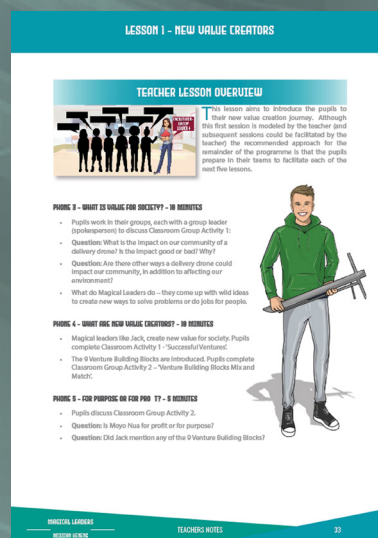
## WHAT IS IN EACH LESSON?

The Teachers Notes have two sections, a Learning Overview and a Teacher Lesson Overview. There are 3 pupil's books: Presenter and Computer Driver Sheets; Group Leader Sheets, and Pupil Sheets.

### TEACHERS NOTES

**Section 1 - Learning Overview:**  
Tells teachers everything you need to know about the lesson.

**Section 2 - Teacher Lesson Overview:**  
Summarises the lesson content.





## QUICK START GUIDE

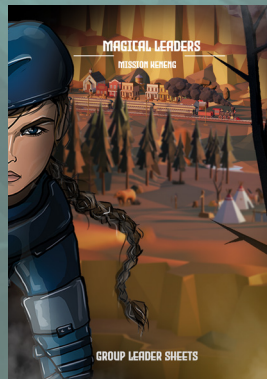
### 3 PUPILS BOOKS

#### Presenter and Computer Driver Sheets



Include a pupil's overview, instructions, and presenter scripts.

#### Group Leader Sheets

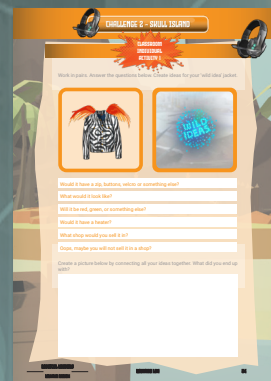


Contain a pupil's overview, instructions, and suggested content for the Group Leaders to facilitate discussion with the Pupils.

#### Pupil Sheets/Mission Log



Contain a pupil's overview, activities, feedback sheets, home activities and posters.



### WHEN CAN I RUN THE PROGRAMME?



EACH LESSON LASTS  
ABOUT ONE HOUR .



### MINIMUM 1 DAY BEFORE THE LESSON - PLANNING & PREPARATION

#### WHO RUNS THE LESSONS?

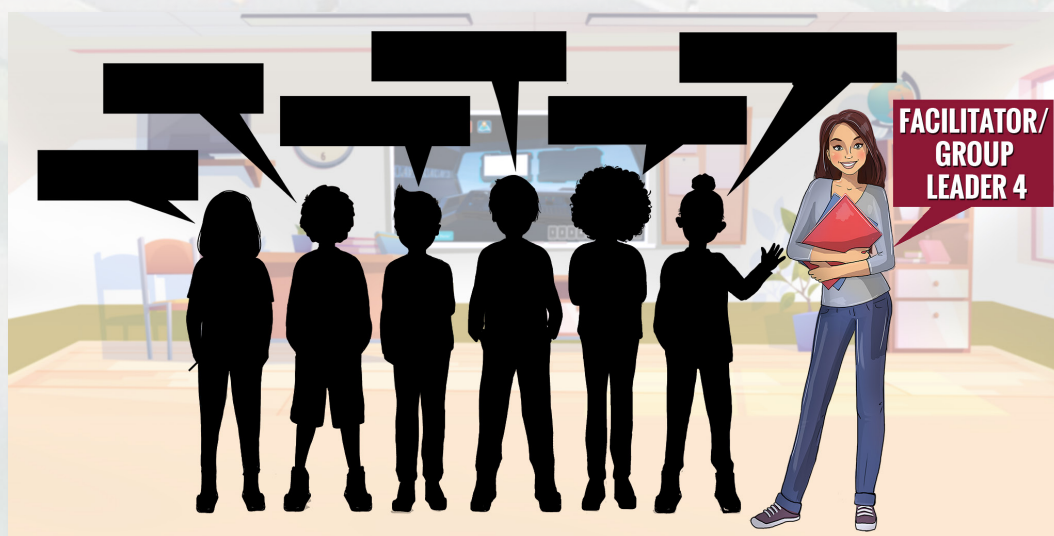
Peer Educator Teams run the lessons. If possible, there should be one team for each lesson who collectively facilitate the lesson to the pupils. *A typical class of 30 pupils has 5 teams of 6 pupils.*

Each team has :

- **1 Presenter and 1 Support Presenter:** to facilitate the lesson's key messages to the pupils via the online software.
- **1 Computer Driver:** to control the online software.
- **4 Group Leaders:** 1 teacher and 3 peer leaders to sit with Pupils and facilitate discussion about the lesson.

#### IMPORTANT NOTE

The Presenter and computer driver sheets are written for pupils. However, Challenge 1 - Snow Castle, should be modelled by the teacher. Work through the instructions as if you were a peer educator so that you can demonstrate how to run the programme for your class.





### PREPARE THE PEER EDUCATOR TEAM

Each Peer Educator Team should prepare and practice their assigned lesson. Allocate children to a group rather than allowing them to have free choice.



**Presenter and Support Presenter:** should read the “Presenter and Computer Driver Sheets”, review the instructions, and practice who says what.

**Computer Driver:** should familiarise themselves with the software and ensure they can find the phones and slides. The software is available at <https://portal.zeeko.ie/pupil-login.php>.

**Group Leaders:** should read the “Group Leader Sheets”, review the instructions and prepare questions for the group discussions.

#### TOP TIP:

For more details on how to organise the groups, view the video “STEP 2 Organise the Peer Educators” on

<https://zeeko.ie/magical-leaders-teachers-resources/>



## QUICK START GUIDE

### GET THE MAGICAL LEADERS APP

The pupils can use the QR code to download the App. The App will help pupils prepare for lessons. The QR code can be found on the stickers, keyrings and in the pupil's books.





## QUICK START GUIDE



### PREPARE THE RESOURCES







- **Test that the internet-based software** shows correctly on a whiteboard or projector with the sound playing. The software is available at <https://portal.zeeko.ie/>. The software always loads slower the first time it is shown on your browser. If your Internet connection is slow it may take ca. 2 minutes to load the lesson the first time.
- **Gather any special equipment** needed for the lessons. See pg. 26 of the Teacher's Notes for more details.






## 15 MINUTES BEFORE THE LESSON - WHAT DO I NEED TO RUN THE LESSON?

### PRESENTER AND COMPUTER DRIVER CHECKLIST

#### MATERIALS REQUIRED FOR THE LESSON:

-  Computer with speakers and a keyboard to control the character in the lesson. ☒
-  Magical Leaders website. <https://portal.zeeko.ie/> ☒
-  Lesson projected on whiteboard. ☒
-  One presenter sheet for each presenter, computer driver and teacher (typically 4). ☒
-  One group leader sheet for each group leader (typically 4). ☒
-  Each pupil should have a Mission Log. (typically 24). ☒

#### BEFORE BEGINNING THE LESSON

-  Check the lesson is displayed on the whiteboard. Access the lesson on the Magical Leaders website. <https://portal.zeeko.ie/> ☒
-  Ensure that the class has been divided into groups of 5 or 6 pupils. A typical class of 30 pupils will have 4 groups of 6 pupils. Each group will have a group leader who will chair discussions and be the spokesperson for the group. ☒
-  Introduce / remind the class of the ground rules you have for the lesson and classroom activities. ☒



## LESSON TIME - PEER LED LESSONS

### THE LESSON – PEER FACILITATION

- **Presenter and Support Presenter:** stand at the whiteboard. They deliver the content on the “Presenter and Computer Driver Sheets” aided by the online software that is shown on the whiteboard to the pupils.
- **Computer Driver:** sits at the computer, selects the correct lesson, navigates the online software, finds the phones, and shows the slides that the Presenters present.
- **Group Leaders:** sit at a table with a group of pupils. They facilitate group discussions when asked to do so by the presenters.



### FEEDBACK, HOME ACTIVITY, REFLECTION SHEETS

- **Feedback:** At the end of the lesson pupils provide the Peer Educator Team with feedback in their Mission Log.
- **Home Activity:** At home, each student reflects on the lesson of the day, does some self-affirmation, and prepares for the next lesson.
- **Reflection Sheets:** are available for each lesson on pg. 71 – 76 of the Teachers Notes.



## QUICK START GUIDE

CONTACT SUPPORT WITH ANY QUESTIONS, COMMENTS OR CONCERNS:



<https://zeeko.ie/support>



[info@zeeko.ie](mailto:info@zeeko.ie)



IRE: +353 (01) 9696708

VN: (+84) 912503630

UK: +44 (20) 80897234

US: +1 (917) 7958234





# GLOSSARY

Term	Definition
<b>Captain Steam</b>	Captain Steam's first name is Selva. Birth name is Selva Steam. Game character whose mission it is to complete all the challenges within the Magical Leaders programme. Selva Steam is a duplicitous name representing (i) game character name (ii) a key objective of the Magical Leaders programme to develop Self Esteem in each pupil.
<b>Challenge</b>	Content in each lesson for the Presenter and Computer Driver; Group Leaders and Pupils.
<b>Classroom Activity Worksheet</b>	Pages in the Mission Log that contain activities for Pupils to complete in the class as part of the mission.
<b>Classroom Group Activity</b>	Pages in the Group Leader Sheets that contain instructions and suggested content for the Group Leaders to facilitate discussion with the Pupils.
<b>Collectible</b>	In game object regarded as being of value by Pupils. Each collectible represents a skill from the 21st Century Skills Toolkit e.g. a headset with two headphones and one microphone representing active listening i.e. listen twice as much as speaking.
<b>Computer Driver</b>	Peer Educator who controls the online software.
<b>Gamavator</b>	In game device to teleport the learner from one challenge to the next challenge.
<b>Group Leader</b>	Peer Educator who sits with Pupils and facilitates discussion about the lesson.
<b>Group Leader Sheets</b>	Instruction sheets for Group Leaders, providing details for the Group Leaders to facilitate group discussion.
<b>Home Activity</b>	Pages in the Mission Log that contain tasks for Pupils to complete with their Parent/Guardian at home.
<b>Learning Overview</b>	A section in each lesson plan to provide the teacher with an overview of the lesson.
<b>Magical Leader</b>	11 or 12 year old Pupils taking part in the training programme.

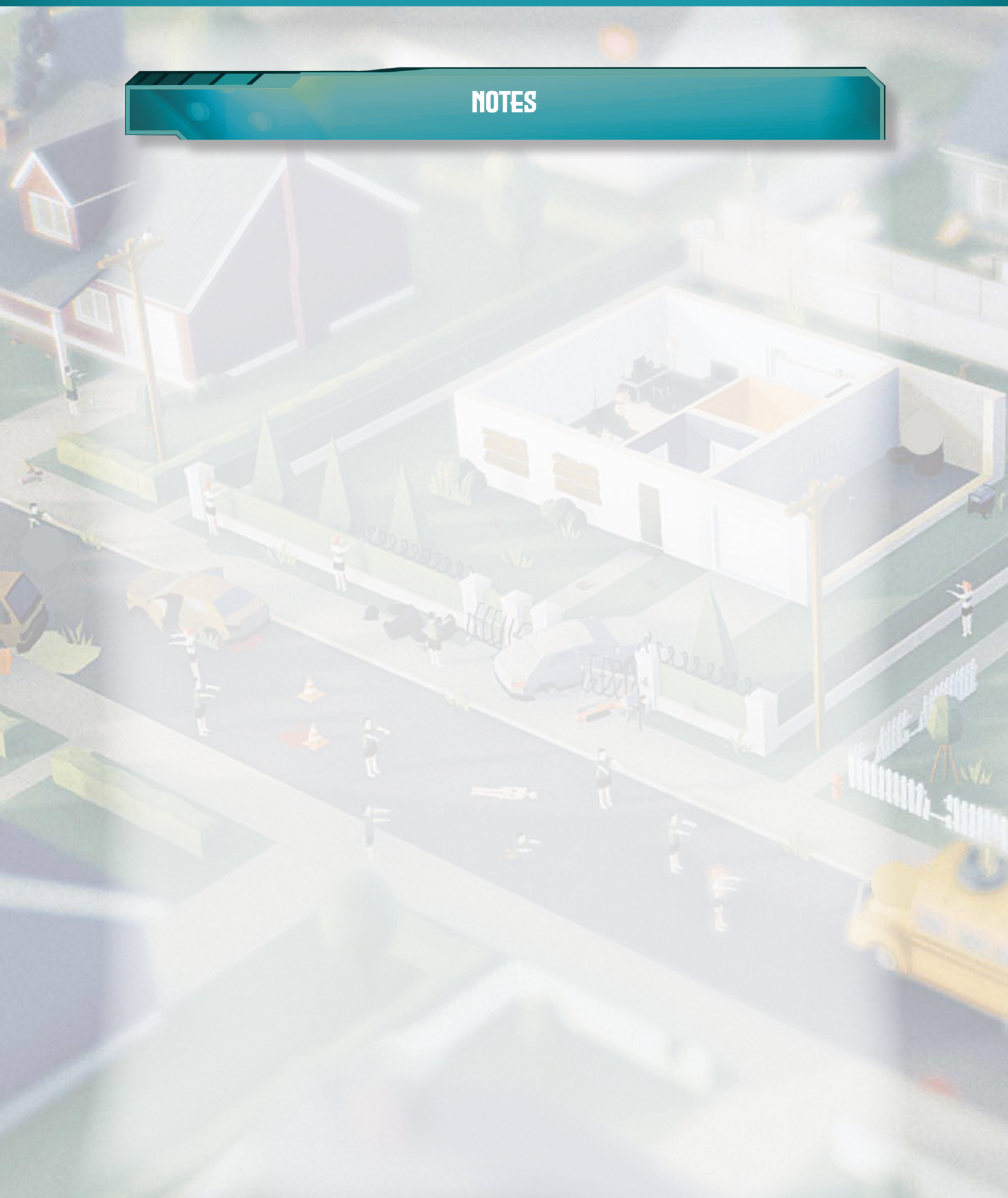


## QUICK START GUIDE

Term	Definition
<b>Mission Keneng</b>	Is the name given to Part 1 of the Magical Leaders Programme in the Pupil Mission Log. Keneng, pronounced 'hu-nang' is the Mandarin word for 'Possible' i.e. Mission Possible.
<b>Mission Log</b>	Pupil workbook containing activities, feedback sheets, home activities and posters for each lesson/challenge.
<b>Peer Educator Team</b>	Team of Pupils made up of typically 2 Presenters, 1 Computer Driver and 3 Group Leaders, who collectively facilitate the lesson to the Pupils.
<b>Planet Spe</b>	In game location which is the birth place of Captain Steam and current location of Soportar. Spe is the Latin word for "Hope".
<b>Presenter</b>	Peer Educators who facilitate the lesson's key messages to the Pupils via the online software.
<b>Presenter Sheets</b>	Instruction sheet for Presenters, providing details for the Presenters and Computer Driver to facilitate the lesson.
<b>Pupils</b>	11 or 12 year old boys and girls receiving the training programme.
<b>Soportar</b>	Game character whose mission is to support the development of Selva Steam. Soportar is the Spanish word for "Endure".
<b>Teacher</b>	Facilitator of the lessons that are delivered by the Peer Educators.
<b>Teacher Notes</b>	A book for Teachers which includes a programme overview and detailed lesson plans.
<b>Teleporting</b>	Is a game action to instantaneously travel between two locations without crossing the intervening space.



**NOTES**







ZEEKO, NovaUCD, [www.zeekeo.ie](http://www.zeekeo.ie)

[info@zeekeo.ie](mailto:info@zeekeo.ie) or - IRE: +353 1 96 96 708 - VN: (+84) 912503630

UK: +44 (20) 80897234 - US: +1 (917) 7958234

[www.facebook.com/ZeekoEducation/](https://www.facebook.com/ZeekoEducation/) twitter @zeekeo\_education

Magical Leaders Programme  
is funded by Enterprise Ireland



Jan 2024