

WISCONSIN ADVENTURES™

Available in March 2024!

Welcome to a new way of learning! *Wisconsin Adventures* combines the myths and legends of Wisconsin's past with the deep learning opportunities in fantasy roleplaying games.

Wisconsin Adventures presents a mythical Wisconsin filled with the legends and lore familiar to many. A werewolf on the prowl frightening travelers along a dark road; a ferocious lizard-like creature that feasts on livestock by the light of the moon; a knight errant on a quest to save the village from an ancient curse, and more.

Students engaged in the playful learning that is the basis of *Wisconsin Adventures* will be immersed in leadership and group dynamics, literacy skills, social studies, and mathematics. From reading for information to creating their own narratives, *Wisconsin Adventures* places learning at the heart of the stories the students make for themselves.

Adventures Included in WA1:

- *A Knight at the Museum* – A knight has gone missing! Bell the Crazy vowed to find the village of Wade's missing citizens, but she hasn't been seen since entering the swamp! Will the heroes brave the swamp and face the evil in the ancient ruins of the museum?
- *The Hunt for the Hodag*: A small village is plagued by a mystical creature that only comes out at night and slaughters their livestock. Worse, the forest around them has begun growing darker, with fell creatures everywhere...
- *The Beast of Bray Road* – Wade of Wade's Inn has been missing for months, and terrible creatures stalk the town of Oxblood.

Enduring Understanding

Storytelling is and has been the primary means of transmitting learning throughout human history. Oral history traditions passed down survival strategies, religious experiences, cautionary tales, and much more, enabling the people of the past and present to survive and thrive in the world around them, to draw from the experiences of their elders, and to find meaning and enjoyment in the words themselves.

Roleplaying games build on this tradition of storytelling using the most imaginative tools available; the creative interplay of the storytellers themselves. Players work together to create their own adventures in mythical lands, exploring long forgotten citadels, finding lost hoards of golden treasures, and

slaying dragons. Along the way the people playing the game refine skills that they will use throughout their lifetimes, from reading and retaining the information needed to be part of the game, interacting with each other in respectful ways, writing the stories of their adventures, estimating and calculating facts and figures, to creatively interpreting their worlds through first-person playful learning.

Essential Questions

- How do role-playing games help to build interpersonal relationships, empathy, and other positive social constructs?
- How does interactive storytelling differ from conventional storytelling?
- How can informal learning environments contribute to the foundation of hard skills (math, language arts, social studies, etc)?
- How do role-playing games facilitate equity and diversity in representation?

Wisconsin Content and Standards

Within each adventure players will interact with characters inspired by historical figures, Wisconsin mythology, and actual locations. The historic background of each is provided at the end of the module, as well as an extensive list of English/Language Arts and Social Studies standards that can be met within the structure of the game.

For more information about Wisconsin Adventures, contact Kurt Griesemer (education@wisconsinhistory.org).



WISCONSIN
HISTORICAL
SOCIETY