

I look like...

Mission Game Mechanic

Dice earned

| | |
|-------------------|-----------------|
| Hero skill | + (skill level) |
| Helper 1 skill | +1 |
| Helper 2 skill | +1 |
| Hero trait / item | +1 each |
| Combo | +(variable) |
| Condition | -1 |

Roll vs number of dangers

For a successful mission, number of dice rolled 4 or higher must be greater than or equal to number of unique dangers faced.

**Tiny
Hearts**

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Tutorial

Lesson 1

- 1) Ss in groups of 3-6.
- 2) Ss create name and type.
Example *types*: robot, doll, dinosaur, teddy bear, toy soldier, etc...
- 3) T shows Ss intro missions. (See blog for sample missions and templates.)
- 4) Ss complete mission by introducing their characters to the non-player character (NPC) during role-play. (1 S in group role-plays as NPC.)
- 5) Ss receive 1 tiny heart per mission. NPC can also fill in 1 Friends marker.

Lesson 2

- 1) Ss choose a *skill* in each category: school, social, survival, & super power. (May take more than 1 lesson depending on Ss level or time constraints.) Write the number 2 in the box for skill level.
Example *school skills*: math, science, art history, home economics, social studies, etc...
Social: funny, charm, lead, help, bargain, scare, diplomatic, etc...
Survival: cook, camp, drive, tame, find, build, etc...
Super Power: fly, claw grip, missiles, sticky hands, speed, transform, laser eyes, belly badge, etc...
- 2) Ss role-play missions as before, but 1 S designated as Hero. Hero rolls 1 die after T feedback on mission. A 1-3 means a bad mission result: Hero gets a condition. A 4-6 means a successful mission. Ss describe ending.
Example conditions: sad, headache, stomachache, lost arm, etc...
- 3) Ss receive 2 tiny hearts per mission.

Lesson 3

- 1) Ss choose 1 *item*.
Example *items*: string, paperclip, balloon, button, car, umbrella, etc...
- 2) Ss who aren't Hero or NPCs are Helpers. Hero and Helpers use skills and an item during missions. Hero earns a number dice equal to skill level plus 1 for each helper and 1 for an item. Hero rolls dice after T feedback, 2 or more dice must be 4-6 for a successful mission.
- 3) Ss additionally fill out skill markers based on their role and outcome: P for Hero pass; F for Hero fail; and H for Helper.

Lesson 4

- 1) Ss choose a trait.

Example traits: strong, brave, fast, tall, small, smart, etc...
2) Ss decide how many dangers or problems will occur during a mission. Hero must roll that many number of dice or more as a 4-6 to have a successful mission.
Example dangers: lost keys, monster, angry mom, rain, being late, long staircase, etc...
3) Ss receive hearts equal to the number of dangers faced if successful, but only half if unsuccessful, and only 1 if failed badly.

Lessons 5+

Introduce one additional concept per lesson from the following:

- +**Leveling Up**: When Ss' hearts reach the bracketed amount, erase them and increase their heart size. On increase, Ss receive +1 to a skill level (capped so they don't max out on just one skill) or a new skill.
- +**Types**: If Hero or Helper can't invoke a skill during a mission, they can just use their type for 1 die.
- +**Trivial Dangers**: Once Ss successfully encounter a danger, it can't count again, unless it is somehow unique (e.g., monster *with sharp teeth*).
- +**Care About**: S chooses something important to them (e.g., family, clean environment, healthy food, saving money, etc.). If it is in danger during mission, Ss get double hearts on success, but must change it on fail. Use sparingly.
- +**R/W**: Ss complete a journal assignment related to a particular skill to fill in an R/W marker.
- +**Combo**: When all the markers for 2 or more skills are filled, Hero can use multiple skills in 1 mission for bonus dice.
- +**Friend Help**: When all the Friend markers are filled, Hero can re-roll 1 die by describing how a friend comes to help.
- +**Traits and Conditions**: After successful mission, Ss can describe how 1 condition is fixed and that S can earn a trait.
- +**Deputy**: In larger classes, have 1 or more Ss take T role of resolving missions.
- +**Daily Events**: Introduce daily themes (e.g., love, aliens, cupcakes, etc.) that Ss can incorporate into their missions for 1 bonus heart.