

Review Quest

Game-style unit test review · no student accounts · tobinscience.com

What Review Quest is

Review Quest turns unit test review into a game your students actually finish. Each unit starts with a one-shot **Scouting Mission** (20 questions) that builds every student a personal **mastery map** — their 8–10 skill zones sorted weakest to strongest. Students clear zones through mini-lessons, practice, and 3-question checkpoints, drill vocabulary flashcards, play a detective-style minigame, and (on computers) battle head-to-head in 1v1 arena games. Along the way they earn class currency — **named whatever you want** — and finish with a reward code that shows you exactly what they mastered.

Set up in five minutes

- 1 **Open your dashboard** from the link in your purchase email. Bookmark it — that link is your login; there's no password.
- 2 **Set your display settings:** your name as students know it, your class currency's name (points? Smith Bucks? aura?), and optionally your school. Save once — every unit updates instantly.
- 3 **Copy a unit's class link** and paste it into Google Classroom, Canvas, or wherever your students look. One link covers all your periods, all year.
- 4 **Students click and go** — they type their first and last name, pick their period, and start. No accounts, no emails, no installs. Phones and Chromebooks both work.
- 5 **Collect reward codes** as students finish and paste them into your dashboard's **Insight panel** — more on that on page 3.

Privacy, in one sentence: students never create accounts, and no student information ever reaches our servers — names live only on the student's own device and inside the codes they hand to you. Full policy: tobinscience.com/privacy.html

What your students experience

STAGE	WHAT HAPPENS	WORTH TELLING YOUR CLASS
Scouting Mission	20 questions, one attempt only. Not a grade — it builds their mastery map, and every answer teaches immediately, even misses.	"You can't retake it — that's what keeps your map honest."
Mastery Map	The unit's skills sorted weakest → strongest, so students always know what to study next.	Start at the top (weakest) zone.
Skill Zones	Each zone: a short lesson, real practice, then a 3-question checkpoint. All three right = zone cleared (green) + currency banked.	Unlimited retries; questions change each time.
Flashcards	Unit vocabulary with honest self-sorting ("got it" vs. "still learning") over repeated rounds.	Say the definition out loud before flipping.
Minigame	A case-solving game (e.g. Newton CSI) — identify the concept from evidence. Best score banks currency.	Replayable; only the best score counts.
1v1 Arena	Head-to-head review games, two players sharing one keyboard.	Computers only — not phones.
Reward code	A gold code containing their name, period, currency total, and full zone-by-zone results. They send it to you.	"The newest code you send is the one that counts."

How saving works (read this one!)

Progress saves automatically **on the student's device, in the browser they used**. Same Chromebook + same browser tomorrow = everything is right where they left it. Nothing to log into — but that also means:

- **Different device (or cleared browsing data) = fresh start**, unless the student uses a save code.
- The **blue save code** (under "Save my progress") moves their studying to another device — from a school Chromebook to a phone at home, for example. They paste it on the start screen of the new device.
- The blue save code and the gold reward code are different things: **blue moves progress, gold earns currency**. Students mix these up — it's the #1 support question.

Chromebook-cart classes: if students grab a different Chromebook each day, teach the blue save code routine on day one — end of class, copy the save code somewhere they'll find it (notes app, email draft, planner).

Reward codes & the Insight panel

When a student finishes (or gets as far as they get), the quest generates a gold **reward code** and walks them through emailing it to you. Codes are tamper-proof: the student's name is sealed inside, a made-up code won't decode, and sending someone else's code just awards *that* student.

Decoding a pile of codes

- 1 Open your dashboard → **Insight** panel.
 - 2 Paste — codes, whole forwarded emails, fifty at once, any mess is fine. Click **Decode codes**.
 - 3 Read the class table: every student's currency earned, zones cleared, flashcards, minigame best, and date. Click **zones** on any row for their skill-by-skill breakdown — instant reteach list.
- **Newest code wins.** A student who keeps studying sends a newer code; the table keeps the latest (matching what the game tells them).
 - A **⚠ warning** on a row means that code came from a different account's class link — worth a conversation.
 - **Download CSV** exports everything for your gradebook. The table saves on your device, so it's there next time.

Grading idea: many teachers award the currency as bonus points on the unit test, or set a completion bar (e.g. 300+ = homework grade). The cap is 500 per unit, and the per-activity breakdown is in every row.

Managing your account

- **Lost your dashboard link?** Store page → "Email me my dashboard link."
- **Class link escaped?** (posted publicly, inherited students, etc.) Dashboard → **Reset all my class links**. Old links die instantly; re-paste the new ones. Student progress is unaffected — it lives on their devices.
- **New school year?** Nothing to reset. Same links keep working; new students just start fresh on their own devices.
- **Adding units later:** buy from your dashboard and new units appear in the same Study HQ with the same settings.
- **Printable unit tests:** every unit's row in Study HQ has download links for its paper test — student copy and teacher key, in two scrambled forms (A and B). The test mirrors the quest's skill zones one-for-one, so the Insight panel doubles as your reteach list before test day.
- **Pair it with The Den** (our classroom game subscription): paste your **account tag** — shown in your dashboard settings — into the Den's class setup, and your students' Review Quest reward codes automatically pay out Den currency too. Studying earns their sims spending money.

Troubleshooting

SYMPTOM	FIX
"My progress disappeared!"	They're on a different device or browser (or cleared browsing data). If they saved a blue save code, paste it on the start screen. Going forward: same device, or use save codes daily.
"My code won't work" (teacher pasting into Insight)	It's probably a blue save code , not a gold reward code — Insight tells you when it skips those. Have the student send the gold one from "Get my code."
Student typed a nickname / wrong name	Their reward code will carry that name. Have them re-enter with the right name on the same device — progress with the same first+last re-loads; a changed name starts fresh, so catch it early.
Class link shows "not active"	The link was reset from your dashboard — re-paste the current one from Study HQ.
1v1 arena won't play on a phone	By design — two players share one keyboard, so the arena needs a computer. Everything else works on phones.
The scouting mission is "locked"	Also by design: one attempt keeps the mastery map honest. Checkpoints, flashcards, and the minigame are unlimited.

Your license, in plain English

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