

Quest For Knowledge

You are about to embark on a new journey with Southeast Correctional Center and the Missouri Department of Corrections. This journey has many different paths and ways you can achieve your goals. So how can you navigate all there is to learn and figure out what path you want to take? By playing Quest for Knowledge of course! Adventurers will complete quests to unlock the gates and ultimately find the path they wish to embark upon in the DOC. Adventurers will earn badges that will grant them passage through the gates. Each task completed will earn adventurers one badge. Gates unlock for every five badges earned. But beware, dear adventurer! Participation is what earns badges. Badges are given to those who are actively trying to gain the knowledge they seek. Adventurers who complete the journey will earn a free SECC t-shirt and water bottle. The first adventurer to complete the path will earn an additional secret prize. Now, to the starting gate we go!

Rules of the Game:

1. Badges needed to unlock each level.

Level	Badges Needed
1	0
2	5
3	10
4	15
5	20

2. Badges are earned for each activity. Badges earned travel with you throughout each level. Your level of participation determines how many badges you earn. One badge is earned for each interaction. Additional badges may be earned within level one.
3. Once five badges are earned a level, players may advance to the next level. The previous level must be completed before you can move to the next level.
4. A gameboard will be kept in the training hallway with your participation record. While you are at basic training, a copy of the board will be emailed to each player at the beginning and end of the week.

Quest for Knowledge Summary Chart

Level	Level Name	Expectations	Tasks/Activities	Validation of Competency
1	Getting to Know the Place	Learn about different positions in DOC	Speak with different departments at SECC to learn about the roles they play.	Department will award one badge pending on participation of player. Summary may be written and given to the gate keeper to earn an additional badge.
2	Learn About New Places	Learn about other institutions within our region	Talk with five different classmates about their institutions and how things are different there. Also learn about ERTC's role or probation and parole (if available during week one.)	Player will send email to gate keeper detailing conversation and who they spoke with. Varied through training academy roster. One badge given for each summary sent.
3	Let's Get Active!	Become an active participant in your learning	Volunteers are always needed for demonstrations. Why not do it? Earn a badge for each time you volunteer. Also earn a badge when you engage with the trainers before and/or after each class.	Badges will be awarded by ERTC trainers. Trainers will notify gate keeper progress of each player at the end of the day.
4	Show What You Know	Apply what you learned at Basic Training	Show what you learned at Basic Training. This could be answering questions from your field mentor or demonstrating proper technique in putting on cuffs for example.	Mentors will award one badge for each demonstration. As player completes on-the-job training booklet and excels in basic training knowledge, a badge will be given. Gate keeper will be notified at the end of each shift how many badges were earned.
5	What's Your Plan?	Create a five-year plan of what you hope your DOC career looks like	Create your five-year career plan with DOC. What do you hope to accomplish? Where do you want to be? How do you plan to get there? You may work with a supervisor on creating this plan.	Plan will be presented to gate keeper after created. Badge may be given by supervisor who assists. Five badges will be given completion and discussion of plan with gate keeper.

Level One. In this level, adventurers will engage on a quest of knowledge with different departments, discovering the operations and duties they play. This knowledge will give you insight into their mission and roles. Your participation is key to unlocking the knowledge and earning your badge. You will earn one badge per quest. Writing to the gate keeper about your quest will earn you an additional badge. At least three quests must be completed in this level to unlock Gate 2. Five badges are required to gain entry through Gate 2.



Level Two. At last, it is time for you to advance up the map on your journey: Basic Training. On this journey, you will meet others from different institutions and possibly even departments. This is where our next quest begins. Adventurers will embark on learning about each of these institutions and departments. How are they different from SECC? What role is the person playing at the institution? Gain a better understanding of how other places run compared to ours, building upon the knowledge of the different departments from level one. Email a summary of your engagement to the gate keeper to earn your badge. Five summaries are required to unlock Gate 3 along with ten badges.



Level Three. You have gained knowledge of your new land and foreign ones as well. Now it is time to show them your strength. Volunteer to be a part of a demonstration. Help others on this journey learn by seeing while you learn by doing. Have engagements with the trainers before and after classes, finding out more about the information and how it could be different in the lands other than yours. One badge will be earned each time you volunteer or engage with the trainers. Fifteen badges are required to unlock Gate 4.



Level Four. Congratulations! You have completed your initial training! Now it is time to show everyone in your land what you got. Work with your assigned mentor and pass their knowledge quizzes and skills demonstrations. Demonstrations will vary for each position and will be assigned by the gate keeper and mentor. Each demonstration and each quiz you pass earns you one badge. Demonstrations and twenty badges are required to unlock Gate 5.

For corrections officers, demonstrations will be: how to properly put on handcuffs, conducting a proper cell search with your mentor, and conducting a proper pat search.



Level Five. You have reached the final level of your journey. You have learned about different departments, positions, and institutions, and all the different paths you can take in DOC. Now it is time to present your plan to the gate keeper. Craft a five-year plan, detailing where you want to be in five years, and what paths you will take to reach your destination. Include in your plan what positions you hope to reach and when, and how you plan to work towards your destination. Working with a supervisor or someone who occupies that position is permitted. You may receive an additional badge for using this help. Present your plan to the gate keeper. Five badges will be given for this level. Twenty-five badges are needed to complete this journey.

Completing this journey will give you the knowledge of various departments, roles, institutions; getting out of your comfort zone while also learning even more about your position; a way to show your skills and knowledge; and finally, a goal to work towards as you begin your career with DOC.

