



# LEVEL UP TO BECOME AN ULTIMATE GAMER

ACHIEVEMENT    **CHARACTER**    TEAMWORK  
A.C.T

**COMPLETE ALL 3 PARTS OF THE A.C.T**

**ACADEMIC: MASTER THOSE MULTIPLICATION FACTS!  
COMPLETE A 100 FACT (0-12) MULTIPLICATION ASSESSMENT  
WITH 90% ACCURACY IN 10 MINUTES, OR EARN THE  
CERTIFICATE FOR MULTIPLICATION IN XTRA MATH.**

**CHARACTER: SET A GOAL! A BIG PART OF BEING AN IB  
SCHOOL IS SHOWING THE ATTRIBUTES OF THE IB LEARNER  
PROFILE. TO MEET THIS REQUIREMENT, CHOOSE ONE OF THE  
ATTRIBUTES TO IMPROVE ON. DEVELOP A PLAN ON HOW  
YOU CAN IMPROVE THAT ATTRIBUTE. ONCE YOU DECIDE  
YOU HAVE ACHIEVED YOUR GOAL, WRITE A PARAGRAPH  
THAT REFLECTS YOUR EXPERIENCE.**

**TEAMWORK: PERFORM ACTION AT YOUR SCHOOL OR IN  
YOUR COMMUNITY. IN ORDER TO MEET THIS REQUIREMENT,  
PROVIDE EVIDENCE OF TAKING ACTION IN THE FORM OF A  
REFLECTION AND A PRESENTATION. EVIDENCE MUST  
INCLUDE PICTURES OF YOU TAKING ACTION.**





**HERE ARE SOME WAYS TO PRACTICE TO MEET  
THE ACADEMIC GOAL:  
STUDY MULTIPLES  
FLASHCARDS  
ONLINE RESOURCES  
PRACTICE TIMED ASSESSMENTS**

**HERE ARE THE IB LEARNER PROFILE ATTRIBUTES TO  
CHOOSE FROM FOR THE CHARACTER GOAL:  
OPEN MINDED, REFLECTIVE, BALANCED,  
INQUIRER, THINKER, PRINCIPLED, COMMUNICATOR, RISK  
TAKER, KNOWLEDGEABLE**

**HERE ARE SOME SUGGESTIONS FOR THE TEAMWORK  
GOAL:**

- \* CLEAN UP LITTER IN YOUR COMMUNITY**
- \* SEND A THANK YOU TO SERVICE MEMBERS**
- \* CREATE CARE PACKAGES FOR THOSE WHO ARE  
HOMELESS**
- \* HELP OUT AT AN ANIMAL SHELTER**
- \* COLLECT DONATIONS IN LIEU OF BIRTHDAY GIFTS**
- \* CREATE BUSY BAGS AND ACTIVITY PACKS FOR LOCAL  
CHILDREN'S HOSPITALS**
- \* DONATE OUTGROWN CLOTHES TO A SHELTER**
- \* THANK FIRST RESPONDERS WITH A TASTY TREAT**
- \* WRITE CARDS/LETTERS FOR NURSING HOME  
RESIDENTS**

