



LIQUID FOOTBALL | FBFL MANAGER

Teacher Classroom Guide

Use curriculum questions inside the full management game

For teachers and classroom facilitators

Manage. Compete. Win.

Liquid Sports fictional sports-management universe. No real-world affiliation or endorsement is implied.

1. Classroom Mode in One Sentence

Classroom Mode replaces the standard weekly trivia with your curriculum questions while the full FBFL Manager sports-management game continues to operate.

STUDENT ACCESS

Students join with a Class Code and do not need a student email or password. Teachers use the normal Teacher Dashboard sign-in.

2. Teacher Setup

- 1 From the opening screen choose **Join a Classroom**, then open **Teacher Dashboard**.
- 2 Sign in as the teacher and create a class with a clear class name and subject.
- 3 Optionally create a Private Class Key when you want a second piece of access information.
- 4 Load questions by CSV import or add them manually. Each question needs one correct answer and three distractors.
- 5 Copy the Class Code and share it with students.

3. What Students Experience

Students enter the class and play the same management game. Your curriculum questions replace the standard trivia bank. Each correct answer earns +10 Trivia Points and +10 management interactions, connecting academic knowledge to management resources.

- Students still manage Schedule, Academics, Team Training, Individual Training, Recruiting, Depth Chart/Rotation, live games and season advancement.
- Budget, GIS, coach career, sponsorships and other enabled systems remain part of the game.
- Classroom Mode changes the questions, not the sport simulation or dynasty structure.

4. Build and Maintain the Question Bank

CSV method

- 1 Open the class in the Teacher Dashboard.
- 2 Download or use the current question-bank template.
- 3 Enter the question, correct answer, three wrong answers, category and any supported optional fields.
- 4 Choose the completed CSV file and import it for the selected class.
- 5 Confirm the class shows the expected question count before students begin.

Manual method

Use the on-screen question editor when you only need to add or update a small number of questions. Keep wording concise enough to read comfortably during game play.

BEFORE REPLACING A BANK

If the import option replaces the current bank, make sure the CSV contains every question you want to keep.

5. Recommended Classroom Routine

When	Teacher action	Student action
Before class	Confirm the Class Code and question bank.	Open the game/class link.
Weekly question window	Use course-aligned questions and categories.	Answer the available questions.
Management period	Circulate, coach decision-making and connect systems to course goals.	Use earned interactions and manage the program.
Game / reflection	Choose whether students play immediately or after discussion.	Simulate, review the result and explain key decisions.
End of session	Remind students how to preserve their classroom session.	Return using the same browser/device when possible.

6. Question-Writing Guidance

- Keep answer choices similar in length and style so the correct answer is not obvious from formatting.
- Mix recall, application and decision-making questions rather than using only definitions.
- Use categories to organize units, standards or difficulty levels.
- Avoid trick wording that tests reading traps instead of the academic objective.
- Review spelling and facts before import because students will see the question exactly as written.

Classroom ideas

- Unit review: load questions from the current unit.
- Spiral review: mix categories from several units so older material continues to appear.
- Vocabulary: ask for a term from a definition or reverse the format.
- Test preparation: mirror the major sections of an upcoming assessment.
- Business or career courses: use scenarios that require choosing the strongest management response.

7. Student Access and Returning to Class

Students do not need to create an email/password account for Classroom Mode. Returning with the same browser and device is the simplest way to continue an existing classroom game.

- Students can enter Classroom Mode with the Class Code without creating a personal game account.
- Do not publish a Private Class Key beyond the students who need it.
- Students should return with the same browser and device while they are still using that classroom game.

8. Troubleshooting

Problem	What to check
Class Code is rejected	Confirm the student has the current code and typed it exactly.
Class Key is rejected	Verify the key or remove the requirement if you no longer want to use it.
No questions load	Open the Teacher Dashboard and confirm the selected class has questions.
CSV will not import	Check the required columns and confirm every row has one correct answer and three distractors.
Student cannot continue a save	Confirm the student is using the same browser/device and the same Class Code.
Classroom session error	Reload and try again. If the issue continues, have the student stop and ask the teacher for help.