

# Time to Climb - FAQs

*This document contains frequently asked questions for Nearpod's NEW gamified activity, Time to Climb. For additional support, please reach out to [timetoclimb@nearpod.com](mailto:timetoclimb@nearpod.com).*

1. What is Time to Climb?
  - a. Time to Climb is a brand new Nearpod “game-like” activity that will up the competition and engagement in the classroom, while assessing students’ understanding. Students will race to the top of the mountain against the clock, by answering multiple choice questions. Time to Climb activities are great for bell ringers, reviews, exit tickets and more!
2. What grade band is Time to Climb best suited for?
  - a. Time to Climb can be played in any grade band.
3. How many students can participate in a Time to Climb activity simultaneously?
  - a. Time to Climb supports the same number of students as your Nearpod lessons.
4. Can I group my students into teams?
  - a. At the moment, Time to Climb only supports individual players. You can assign a device to a group of students and ask that the team works on one individual device. A “grouping” feature will be available in a later version of Time to Climb.
5. Which devices do my students need to use in order to participate in Time to Climb?
  - a. Time to Climb will work on all devices, however, for the best experience, we recommend devices with larger screens (desktop, laptop, chromebook, tablet, etc.).
6. Are there additional avatars for my students to choose from?
  - a. We have 8 avatars for students to choose from. Collectively, there are 4 animals, with a “younger” and “more mature” version of each. In future versions of the activity, we will offer additional avatars.

7. Can my students select the same avatar?
  - a. Yes! Students can select the same avatar. There will be an indicator for the students to let them know which avatar they are when climbing the mountain.
8. How are the scores calculated?
  - a. Scores are calculated based on speed and accuracy.
9. Can I create my own Time to Climb activities?
  - a. Yes! You can create your own Time to Climb activity by adding it as an activity to an existing or new Nearpod lesson.
10. Are there pre-made Time to Climb activities?
  - a. Yes! You can access our mini-series of Time to Climb activities [here](#).
11. What are the character limitations for Time to Climb activities?
  - a. Individual questions can be up to 400 characters. Answer options can be up to 100 characters.
12. How many questions and answer options can I include in a Time to Climb activity?
  - a. There are no limits to the number of questions you can add to a Time to Climb activity. Questions can have a maximum of 4 answer options and a minimum of 2. Each question must have 1 correct answer.
13. Can I adjust the amount of time my students have for each question?
  - a. Yes, you can adjust the amount of time students have for each question when creating a new Time to Climb or when editing an existing Time to Climb activity. The time you select, will be applied to all questions in the activity. E.g. If you select 30 seconds, students will have 30 seconds for each question.
14. Can I add reference media to my Time to Climb questions?
  - a. At the moment, we do not support reference media for the Time to Climb questions.
15. What does the instructor see as the students are playing the game?
  - a. The instructor will see a dashboard with the students' ranking, as well as a view of the mountain as the students progress towards the top.

16. How will my students know how they rank?
  - a. At the end of the game, students will see a podium of who is in first, second and third place. Students can see the class rankings on the teacher view as well.
17. Is Time to Climb available in student-paced lessons?
  - a. At the moment, Time to Climb is only available in Live Lessons. The activity will be available in student-paced lessons, in a future version.
18. Will my students' responses be recorded in my post-session reports?
  - a. At the moment, you will be able to view student results in the live lesson teacher dashboard. In a later version of the activity, the results will be available in your post-session reports.