**Observation Protocol**

**Describe the setting and your participants**

**Watch for the following as students play the game: *usability, emotions, math***

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| **Who?** | **Time** | **What happened?** | **Code?** |
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**When the children finish:**

1. **What did you like the most about Timez Attack?**
2. **What did you NOT like about Timez Attack?**

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| **Who?** | **Time** | **What happened?** | **Code?** |
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