















Build Your Own Hero	
 Link to the Game	http://historysheroes.e2bn.org/whatisahero/view/19
 Promoter	DIIT - Trakia University (Bulgaria)
 Type of Game	Online game - single player - role-playing video game
 Target Age	10-14
 Language(s)	English
 Prosocial Value(s)	Ethics Solidarity Responsibility Communication Citizenship Cooperation Empathy
 Prosocial Skill(s)	Cooperation Be empathetic Promoting human rights Respecting others Courage and the importance of being brave Teamwork (every hero succeeds with the help of others)
 Objectives	<ul style="list-style-type: none"> › <i>Direct</i>: to learn about history, people's acts of selflessness, sacrifice and fights for what's meaningful and just › <i>Indirect</i>: To asks students to (re)created their own versions of heroes based on what they have learned about other heroes. Teaches them about empathy with the fate of other people, puts them in their shoes, helps them create a moral compass for evaluation of heroes' behaviour and sacrifice. › <i>Inter and cross -disciplinary</i>: it works with subjects such as history, citizenship, art, social and emotional education



	<p>▸ <i>Psychological, sociological, prosocial:</i> The game aims at developing a safe space where children could explore the opportunities to dream about their future contribution to society.</p>
 <p>Description of the games</p>	<p>The game is a part/an activity of a platform- website, which is called History Heroes (http://historysheroes.e2bn.org/)</p> <p>The game allows children to design their own hero based on different options they have for outer appearance, as well as personal qualities and strengths. As the hero is prepared to be launched into the “wall of heroes” children have to pass through a quiz where they learn about other important heroes in history and their strengths and actions. Afterwards children could edit their heroes (if they chose to do so- by adding more strengths based on what they have learned from the quiz).</p> <p>As a follow up, children could share with the rest of their classmates what their new hero look like and what are his strengths. They could be used to be presented to the rest of the children in class, to make a presentation, write stories about the hero, etc.</p>
 <p>Equipment Needed</p>	<p>Internet connection and a computer</p>
 <p>Description of The Activity</p>	<p>This game is addressed to children in school, studying history, citizenship, at an age where they begin to develop their moral compass and are ready to learn and explore other people’s actions which lead to change, brought about freedom, justice</p> <p>The game is very structured, allows to reverse steps, but follows the general direction of design, improve and present the hero</p> <p>Steps to implement it: Go to the website, start the activity. Children design their hero- fist the appearance, then the “inside” – their strengths, qualities, etc. Then children have to take a quiz which leads them to more knowledge about what other real heroes have done. They can revisit their hero and add more qualities. Their hero is ready to meet the world. As a follow up- teachers can set up different tasks: write regular stories about their heroes, use the hero as a “solution” to everyday issues: “What do you think your hero would do in this situation?”</p>
 <p>Timing</p>	<p>No preparation is needed, the game could last as little as 10-20 minutes and could go on for as long as the teacher decides.</p>



<div data-bbox="300 840 386 913" data-label="Image"> </div> <div data-bbox="240 913 448 981" data-label="Text"> <p>Images or Other Documents</p> </div>	<div data-bbox="512 275 1230 678" data-label="Image"> </div> <div data-bbox="512 707 1230 1111" data-label="Image"> </div> <div data-bbox="512 1144 1230 1547" data-label="Image"> </div>
<div data-bbox="316 1597 379 1682" data-label="Image"> </div> <div data-bbox="213 1682 475 1711" data-label="Text"> <p>Other Relevant Links</p> </div>	<div data-bbox="512 1641 903 1675" data-label="Text"> <p>http://historysheroes.e2bn.org/</p> </div>
<div data-bbox="304 1787 384 1872" data-label="Image"> </div> <div data-bbox="252 1872 437 1901" data-label="Text"> <p>Tips and Tricks</p> </div>	<div data-bbox="512 1778 1382 1917" data-label="Text"> <p>The site contains plenty of other activities and games which could be used to continue to develop the sense of justice, moral values and citizenship in young people; they are creative and use different multimedia skills to engage the students.</p> </div>



ProSocial Values
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