



<b>Rock the Boat</b>	
 <b>Link to the Game</b>	<a href="https://www.funbrain.com/games/rock-the-boat">https://www.funbrain.com/games/rock-the-boat</a>
 <b>Promoter</b>	DIIT - Trakia University (Bulgaria)
 <b>Type of Game</b>	Online game - single player - minigame / flash game
 <b>Target Age</b>	9-10
 <b>Language(s)</b>	There are no words in the game
 <b>Prosocial Value(s)</b>	Education Emotions Cooperation
 <b>Prosocial Skill(s)</b>	Identify and express feeling and emotions Self-control Cooperation Problem solving Taking turns Set goals and plans Ask for help Help the others
 <b>Objectives</b>	<ul style="list-style-type: none"> <li>‣ <i>Direct</i>: mathematics and combinatory skills</li> <li>‣ <i>Indirect</i>: develops combinatory thinking</li> <li>‣ <i>Psychological, sociological, prosocial</i>: works on the cognition and higher cognitive processes as decision making cultivates consistence and will to succeed.</li> </ul>
 <b>Description of the games</b>	The game requires separating lines and rows.



 <b>Equipment Needed</b>	Computer with Adobe Flash Player installed
 <b>Description of The Activity</b>	<p>The game is appropriate for situation of “informal competition” among gifted classmates.</p> <p>The discussion of its content helps the completion move toward cooperation.</p> <p>If we play this game competing with each other it does not give us satisfaction (it is too simple –everyone could add a couple of numbers to reach the needed score): The satisfaction comes when you have the opportunity to combine “the road to success”- in the face of the combination of row and lines not only the sum.</p> <p>It is played in the classroom, during Informational technology class or Math class</p> <p>Open form– depending on the teacher’s desire</p> <ul style="list-style-type: none"> <li>- 15 minute game- give enough time for the students to learn the rules of the game- at least 5 minutes.</li> <li>- While they play ask them to write down how many combinations they have discovered for a single sum.</li> </ul>
 <b>Timing</b>	15 minutes- ahead of the class the lists have to be distributed in order for the start of the game to begin from the set up screen.
 <b>Images or Other Documents</b>	



**Other Relevant Links**

[https://aig-humanus.blogspot.bg/2012/01/blog-post\\_7225.html](https://aig-humanus.blogspot.bg/2012/01/blog-post_7225.html) (only in Bulgarian language)

There is a picture showing children visuals of how challenges develop and how one succeeds when putting constant and continuous effort into an activity

