Erasmus+

Build Balance

Link to the Game	http://friv.world/build-balance/
Promoter	DIIT - Trakia University (Bulgaria)
Type of Game	Online game - multiplayer - flashgame
Target Age	6-11
Language(s)	All languages – the game is based on shapes and motion
Prosocial Value(s)	Education Ethics Equality/equity Solidarity/help each other Responsibility Communication Environment/nature
Prosocial Skill(s)	Self-control Set goals and plans Problem solving Taking turns
Objectives	‣ *Indirect cross-disciplinary*: Math (shapes recognition); better understanding of natural law ‣ *Psychological, sociological, prosocial:* Predictability of behaviour action and reflection of the action
Description of the games	You have to tell children that the aim of the game is to predict the behaviour of the three characters as they move and build the highest and most sustainable figure. There are 3 shapes, square, triangle and circle: you have to build a balanced construction and predict the behaviour of the shapes

	to build the higher balanced shape.
Equipment Needed	Computers – it is recommended that two children share a computer, so they can discuss. Adobe Flash Player needed
Description of The Activity	An example of how it could go: 1. Insert the problem 2. Children play the game. 3. They discuss what is balance and after gaining certain experience 4. Deciding who is the winner after the end of the game.(the tallest figure) 5. Commenting the failures – they tried the most times but did not reach any what – so –ever success. 6. Can a human being keep a balance with their actions? - From the game we see that one could learn to foresee what is coming as you set the figures in a certain way. - Could we foresee what would happen when there is no balance? - Should we then take risks? – we comment on how to develop: We forecast, take chances, as we try to keep the balance in order to succeed. 7. Students have to split into groups of 4 children in a group.. During this lesson other very appropriate topic are: - Pictures – destroyed nature and extreme urbanization in cities. - Friendly/ unfriendly relationships – in a fight, sad, crying; hugged, playing together, reading, writing together, riding their bikes. - Very rich people – very poor people: pictures of food, clothes, cars, etc. – Balanced consumption. 8. Life and death – disasters, wars, and natural catastrophes, due to ruined Echo balance. 9. Group tasks : - Give suggestions for actions for reaching balance… - What would you : share, exchange, add, forbid. Steps: -create a character – an avatar -name him/her and decide what are the rules for what he/she can/cannot do (rules and abilities)– only two magical powers -Create a story with 5 pictures, where the avatar is the good character who keeps the balance -Create a story where the character is "bad" and does not balance. Topic 1. Me and the world around me in balance/imbalance. Topic 2. Me and my classmate in balanced/imbalanced relationships. Topic 3. Me and my expectation for the future of Earth – balance/imbalance.

		Final: Story-telling: first the stories them they like themselves the most, (the right to chose) Give an evaluation – what would you remove, forbid or allow in order for the story to be more realistic. What is the ending of the story you would like for your story?
	Timing	Preparation and implementation – preparation – 30 minutes. Working time – 2 classes
	Images or Other Documents	
	Other Relevant Links	http://taggalaxy.de/ Interactive FLICKR with countless thematic pictures from the whole world.