

ProSocial Values 2017-1-IT02-KA201-036860



Pushy Paddles	
Link to the Game	https://playgen.com/play/pp/ Available also for mobile
Promoter	Polo Europeo Della Conoscenza (Italy)
Type of Game	Downloadable or mobile game – single player - platform game
Target Age	5-11
Language(s)	English, Italian, Greek, Spanish
Prosocial Value(s)	Helping each other Cooperation Communication
Prosocial Skill(s)	Solving a problem as a group Saying and accepting no Share things Self control
Objectives	 Direct: Math: numeracy skills Indirect: Strategic thinking Psychological, sociological, prosocial: Team building
Description of the games	Three characters are in a river. One of them is on unmanageable raft and need the help of the other two friends to avoid the obstacles by solving maths challenges and arrive successfully at the destination where a treasure is waiting! The player can get the prize and fairly rewards the others.
Equipment Needed	The game can be played on - Computers with at least core i3 and 4Gb ram - Tablets with 2Gb ram The minimum bandwidth required is 5 Mbps per machine.

http://psv.europole.org/



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Description of The Activity	Each player has to decide the movement for the 3 characters: two of the characters, the 'paddlers' have to work in tandem, by pushing the floater to one side or the other in through the correct mathematical operations to arrive at the solution. The teacher can create working in teams of 3 students, each of them interpreting one of the character. The group have to find a common strategy to reach the required goal. At the end of each round the player on the floater gets to decide who gets which reward, and the roles of swapped.
Timing	Each game session lasts 10 minutes
Images or Other Documents	TARGET: 1 ROUND: 2 8:33 CHARLE
Other Relevant Links	www.prosociallearn.eu
Source	Developers: Playgen (http://playgen.com/)



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