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|  Link to the Game | https://www.sustainablelearning.com/resource/sustainable-shaun |
|  Promoter | DIITT, Trakia University, Bulgaria |
|  Type of Game | Mobile game- one participant |
|  Target Age | 7-11 years old |
|  Language(s) | English |
|  Prosocial Value(s) | Environment awareness Cooperation Care Empathy Planning Sustainability Friendship |
|  Prosocial Skill(s) | Problem solving Protecting the environment Cooperation Making friends Creative thinking Making wise choices |
|  Objectives | <ul style="list-style-type: none"> ▮ <i>Direct: Learn to live in a sustainable way</i> ▮ <i>Indirect: develop awareness, skills for cooperation, Environmental safety,</i> ▮ <i>Psychological, sociological, prosocial: promote life-long learning, skills and awareness; interdisciplinary- math</i> |
|  Description | The game allows children in groups/teams or by single player to build a sustainable city within 7 consecutive days. The main character Shaun |



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| <p>of the games</p> | <p>can do so with the help of his friends. They can gather different materials from the junk yard, build utilities for the city, recycle them and provide the needed food, shelter, sustainable energy resources.</p> |
|  <p>Equipment Needed</p> | <p>A device with internet access (laptop, computer, tablet)</p> |
|  <p>Description of The Activity</p> | <p>There are several important activities which take place during the game. The main character has to make decisions each morning on the basis of the availability of resources and the needs which have to be met during the day. In order to provide for the resources, the Shaun has to enter the junk yard where together with his friends they can get as many objects as they can (using lines, diagonals, combinations) while being chased by naughty hungry pigs. Once each sheep is able to collect resources the building begins. The activities happen in different geographical regions including Bulgaria. Before, during and after the game different types of discussions could be incorporated in order to provide information on the strategies each player/team selects for optimal results.</p> |
|  <p>Timing</p> | <p>The game could take anywhere between 10 minutes and an hour- depending on the way it is played. (one day could be as little as 10 minutes)</p> |
|  <p>Images or Other Documents</p> |  <p>The image shows two screenshots from the game. The top screenshot is a 'GOOD MORNING!' screen for 'DAY 6'. It displays the arrival of 'Strays from the Big City!' and lists the needs for 'HEDGEHOGS' and 'PIGEONS'. Hedgehogs need 'FOOD' to keep their hair spiky and strong, while Pigeons need 'ENERGY' to remind them where they came from. Below these are progress bars for Resources, Energy, Food, Transport, and Nature. The bottom screenshot shows a top-down map of the junkyard with various objects and buildings. It includes buttons for 'ENTER JUNKYARD' and 'ENTER WORKSHOP', a 'MOOD' indicator with a sad face, and a 'NEXT' button.</p> |



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|  Other Relevant Links | https://www.sustainablelearning.com/ |
|  Tips and Tricks | Sustainable learning provides different curriculum based on the age, knowledge and development of students to accompany the game. |
|  Source | https://www.aardman.com/ |