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|  Link to the Game | https://www.commonsemmedia.org/game-reviews/cool-school-where-peace-rules |
|  Promoter | Panevezys District Education Center (Lithuania) Friends of Education (FYROM) |
|  Type of Game | Online game – single player, multiplayer – narrative game |
|  Target Age | 5-9 |
|  Language(s) | English |
|  Prosocial Value(s) | Personal relationship/friendship Respect/tolerance/accept the differences Empathy Emotions Help each other |
|  Prosocial Skill(s) | Communicating with others Respecting Others Perspective taking Identify and express feeling and emotions Be empathetic Identify social cues Self-control Cooperation Problem solving Taking turns Set goals and plans Help the others |
|  Objectives | <ul style="list-style-type: none"> ‣ <i>Direct:</i> To teach kids how to resolve conflicts and reduce bullying ‣ <i>Psychological, sociological, prosocial:</i> to model both good and bad behaviours; to engage players in learning how to make good decisions |



Description of the games

Cool School is a free, prosocial, psychological game in which players are given a mission to bring peace to Cool School by helping students resolve their conflicts peacefully.

Cool School Where Peace Rules is an example of how a video game can be used for educational purposes. Cool School uses video animations to create familiar contexts for learning, models behaviour using accessible language, reinforces learning through creative repetition, and engages and empowers kids to practice making good choices. The scenarios are realistic, and the answers are not clear-cut; this encourages kids to explore and learn through trial and error and helps kids develop a toolkit of conflict-resolution techniques for different situations. Anyone can relate to the characters by using objects like books or pencils, and the characters' names, accents, and behaviours celebrate diversity and inclusion.

On their mission, kids watch 26 videos of social stories in which students argue over a common issue, such as cheating on a test or not letting someone join their team. Players hear both sides of the story, then choose from four options about how the characters should respond to resolve the conflict. Then the video continues to show whether that choice improves the situation. If so, the player earns a trophy; if not, the player keeps trying to make the right choice.

As pupil explores the school, he/she will encounter diverse students in familiar conflicts. She/he will hear both sides, then decides what the characters should do. To make the right choice, she /he will need to consider what's fair, kind, honest, and best for everyone. Just like the characters, it's OK to make mistakes -- she/he can keep trying until she/he get it right. By the time she/he finishes, she/he will be a resolution rockstar!

