



<b>Pig Pile</b>	
 <b>Link to the Game</b>	<a href="https://www.funbrain.com/games/pig-pile">https://www.funbrain.com/games/pig-pile</a>
 <b>Promoter</b>	DIIT - Trakia University (Bulgaria)
 <b>Type of Game</b>	Online game - single player - escape game / minigame
 <b>Target Age</b>	9-11
 <b>Language(s)</b>	There are no words in the game
 <b>Prosocial Value(s)</b>	Respect/tolerance/accept the differences Ethics Solidarity/help each other Responsibility Communication
 <b>Prosocial Skill(s)</b>	Set goals and plans Turn taking Identify problems and solutions Ask for help Help the others Cooperation
 <b>Objectives</b>	<ul style="list-style-type: none"> <li>▸ <i>Indirect</i>: introducing a topic in native language.</li> <li>▸ <i>Psychological, sociological, prosocial</i>: gratitude, negotiation, seek mutually beneficial options for working together, pursuit of "fair exchange"</li> </ul>
 <b>Description of the games</b>	In order for the pig not to fall it has to hold on to the hen. The game aims to illustrate the "helping each other" in a fun way. Looking from the outside, the characters are "incompatible": weight, size, habits, likings, and they are partners and in order to succeed they have to rely on each other.



	<p>Their behaviour is unexpected.                  This is the stepping point for discussion after gaining enough experience with the game.</p>
 <b>Equipment Needed</b>	<p>A computer with Adobe Flash Player installed</p>
 <b>Description of The Activity</b>	<p>The activity can be done in the classroom or library during the free reading classes or speaking skills classes.</p> <p>Steps to implement it:</p> <ol style="list-style-type: none"> <li>1. Play the game after 10 minutes invite children to explain what's happen in the game and what are the main characters, what are they doing to succeed? Do they succeed together? If they can speak – can you imagine what are their words look like? What they are talking about? Etc.</li> <li>2. Invite the children to develop the dialogs, write them down and finish the situation!</li> <li>3. Discuss with them what are the HAPPY end and SAD end</li> <li>4. Add an angle : do the students Know or read about situations WHEN we need Help, Support, or we had to THANK - let to Students make a list ( as much as possible) of words they could said in those situation.</li> <li>5. Open the Key words list and let them to check ( compare and tick) What they have and what they haven't in it.</li> </ol>
 <b>Timing</b>	<p>Preparation 10 – 15 minutes                  Implementation 45 minutes</p>
 <b>Images or Other Documents</b>	



	
 <p><b>Tips and Tricks</b></p>	<p>You can also add more topics based on different life situation. The learners can play together on the same computer and discuss about the game.</p>

