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 Link to the Game	http://prosociallearn2.atosresearch.eu/content/pushy-paddles
 Promoter	Polo Europeo Della Conoscenza (Italy)
 Type of Game	Online game – multi players (3 players) - 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	<ul style="list-style-type: none"> ‣ <i>Direct:</i> Math: numeracy skills ‣ <i>Indirect:</i> Strategic thinking ‣ <i>Inter and cross-disciplinary:</i> Psychological, sociological, prosocial: ‣ Team building
 Description of the games	<p>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!</p> <p>The player can get the prize and fairly rewards the others.</p>
 Equipment Needed	<p>The game can be played on</p> <ul style="list-style-type: none"> - Computers with at least core i3 and 4Gb ram - Tablets with 2Gb ram <p><i>The minimum bandwidth required is 5 Mbps per machine.</i></p>



 <p>Description of The Activity</p>	<p>Students will be working in teams of 3. Where two of the players, 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</p> <p>At the end of each round the player on the floater gets to decide who gets which reward, and the roles of swapped.</p>
 <p>Timing</p>	<p>Each game session lasts 10 minutes</p>
 <p>Images or Other Documents</p>	
 <p>Other Relevant Links</p>	<p>www.prosociallearn.eu</p>
 <p>Source</p>	<p>Developers: Playgen (http://playgen.com/)</p>

