



















World Rescue	
 Link to the Game	http://worldrescuegame.com
 Promoter	Panevezys District Education Center (Lithuania)
 Type of Game	Mobile game - single player - Narrative game / minigame
 Target Age	9-15
 Language(s)	English
 Prosocial Value(s)	Responsibility Communication Environment/nature
 Prosocial Skill(s)	Perspective taking Be empathetic Identify social cues Problem solving Ask for help Help the others
 Objectives	<ul style="list-style-type: none"> ▸ <i>Direct</i>: to teach to solve global problems—such as displacement, disease, deforestation, drought, and pollution—at the community level. ▸ <i>Inter and cross -disciplinary</i>: to combine and synthesize knowledge from different subjects: Geography, Physics, Chemistry, etc.
 Description of the games	World Rescue is a narrative, inter and cross-disciplinary, research-based video-game inspired by the Sustainable Development Goals of the United Nations. Through fast-paced gameplay set in Kenya, Norway, Brazil, India, and China, children will meet and help five young heroes and help them solve global problems—such as displacement, disease, deforestation, drought, and pollution—at the community



	<p>level.</p> <p>Children accomplish humanitarian missions in different corners of the planet, meet local citizens, help people, rescue the world from numerous threats.</p> <p>Mini-games are intended to be video game-like fun, but the subject matter on this app is very serious, and some kids may find the time limits frustrating. Teachers can play World Rescue with their pupils to explain these heavy, sometimes scary situations in more detail. It can undoubtedly help kids learn about many of the problems people around the world face today..</p>
 Equipment Needed	<p>iOS 9.0 or later Android 4.1 and up</p>
 Description of The Activity	<p>Before playing World Rescue, first children are asked to read the intro story told by the professor character, and then travel to Kenya. Tap the map and zoom in on a soccer player named Salim along the Kenya-Somalia border. The first mini-game is a tap and swipe in which players help Salim jump over a pit, then assist refugees across a "no-man's land" between Kenya and Somalia by manoeuvring through maze-like paths. Read conversations between the professor and the five kids in the games as they talk about the issues in each country. Once you complete one game, the next mini-game is unlocked.</p> <p>Examples of activities:</p> <ul style="list-style-type: none"> - Teachers can talk about how the kids and other characters in World Rescue are working to find solutions to the problems other people in the games are facing. - Seek out an organization that assists with one of the issues highlighted on this app, and talk about what your class/school/country can do to help. - Talk about the United Nations and UNESCO. Search online for more kid-friendly information about this global organization.
 Timing	<p>Timing depends on learning goals and extra exercises.</p>



 <p>Images or Other Documents</p>	  
 <p>Tips and Tricks</p>	<p>Children can play World Rescue on their own, but it would be more beneficial to discuss about the context of each mini-game and analyse the particular issue in deep.</p>
 <p>Source</p>	<p>Developer: ZU Digital</p>

