



















Cool School: Where Peace Rules

 Link to the Game	http://www.coolschoolgame.com
 Promoter	Panevezys District Education Center (Lithuania) Friends of Education (North Macedonia)
 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	<p>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.</p> <p>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.</p> <p>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.</p> <p>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!</p>
 Equipment Needed	<p>Mac, Windows, available online</p>
 Description of The Activity	<p>In Cool School, the child is asked to pick a method of conflict resolution in the midst of an ongoing conflict (when the action freezes) and to watch the unfolding of the conflict and its outcome as a function of their choice; thus, children received direct feedback about the result of their choice (whether their technique exacerbates or resolves the conflict). Thus the game has intrinsic value, even when it is not "won."</p> <p>The game can be played either alone or against a competitor, either in school or out of school. The object is to successfully (and quickly) fill a trophy case with letters of the alphabet. These are won when conflict resolution scenarios are successfully solved: dilemmas are engagingly presented by the animated characters, and the player is offered multiple choice options for resolution. Each choice is equipped with a feedback loop explaining the consequences of that choice. Cool School engages on several levels. The characters are cute, the animation exciting and the problems posed thought-provoking. The child is</p>



	<p>addressed personally and remains in charge of the school tour all through.</p> <p>This game can be preceded by several short activities that focus on fairness and peaceful conflict resolution. I will list below several ideas. This games are meant for students of varying age because they are adaptable and can be easily modified.</p> <p>The teachers reads a short story of two friends who have fallen out and are now talking against each other but not talking between themselves. Design a scenario in which you help them overcome this issues and become friends again.</p> <p>FOR Younger Students</p> <p>Draw images of how you feel when someone is arguing with you and yelling at you. Note carefully where in your bod you feel the sentiment.</p> <p>Simple game of throwing a ball of wool from one student to the next and then deciding how o untangle it (good for cooperation)</p> <p>Start drawing something, the next person carries on until the last one finishes the drawing. Create a story around it.</p>
 <p>Timing</p>	<p>Timing depends on activities and type/level of discussions teacher would incorporate and implement. A very important role plays the age of pupils.</p>
 <p>Images or Other Documents</p>	 <p>The screenshot shows a character with a speech bubble: "You're going to need to learn how to move around Cool School. Click on the map in the lower-right corner of the screen. It will open a big map that lets you travel anywhere you need to go!"</p> <p>Another speech bubble says: "Every time you help Mrs. Reazner solve a problem, you'll get a shiny new trophy in your trophy room. I have a feeling you'll fill this room up in no time!"</p> <p>A third speech bubble says: "You'll also have a notebook in the corner next to the map. It has all your game choices. Click on it to save your game, quit, or to get some more help."</p> <p>A fourth speech bubble says: "Well, I suppose it's time to get started!"</p> <p>A fifth speech bubble says: "You're going to love Cool School!"</p> <p>At the bottom right of the screenshot, it says "START ->"</p>  <p>The chalkboard lists the following tasks:</p> <ul style="list-style-type: none"> TELL ALEJANDRO TO APOLOGIZE TELL A JOKE TELL THEM BOTH TO APOLOGIZE TELL LILY TO APOLOGIZE <p>A character in a red wheelchair is visible at the bottom right of the chalkboard.</p>
 <p>Source</p>	<p>Developer: Realtime Associates, Inc.</p>

