



<b>Fireboy And Watergirl</b>	
 <b>Link to the Game</b>	<a href="https://fireboyandwatergirl.site/">https://fireboyandwatergirl.site/</a>
 <b>Promoter</b>	Polo Europeo della Conoscenza (Italy)
 <b>Type of Game</b>	Online game - multiplayer - puzzle game
 <b>Target Age</b>	5 +
 <b>Language(s)</b>	English, Italian, 5 more European languages
 <b>Prosocial Value(s)</b>	Communication accept the differences multiculturalism help each other
 <b>Prosocial Skill(s)</b>	Cooperation Problem solving Taking turns Set goals and plans
 <b>Objectives</b>	<ul style="list-style-type: none"> <li>□ <i>Direct</i>: Solve the puzzles to exit a labyrinth</li> <li>□ <i>Indirect</i>: Strengthen logical thinking</li> <li>□ <i>Inter and cross-disciplinary</i>: develop communication and problem solving skills</li> </ul> <p><i>Psychological, sociological, prosocial</i>: Understanding the importance of collaboration even if different. Develop mutual help, positive communication, protect the others, respect differences</p>
 <b>Description of the games</b>	<p>Fireboy and Watergirl is structured as a platform game involving the two characters. Depending on which character the player controls, gameplay significantly differs. Both characters have the same set of moves. However, the various things encountered during the game may be intolerably dangerous for one of them, and completely harmless for the other. Thanks to such a solution, players get different gameplay, and each player plays a crucial role in different moments of the game.</p>



	<p>The game not only makes fun, but also teaches logical thinking, prediction and, above all, cooperation with a friend.</p>
 <b>Equipment Needed</b>	<p>Adobe Flash Player (It can be played online in any equipment and operating system as long as the Adobe Flash Player is installed)</p>
 <b>Description of The Activity</b>	<p>At the moment there are 5 games of this serie. Each game has a different environment and some unique features but the main structure is the same: players start from the first room and move on a net of roads that get unlocked eachtime a room is completed.</p> <p>Its peculiarity is the collaboration between the two players. It can be used to let the children play “on the same team” in order to develop collaboration, mutual help, positive communication and acceptance of the differences. At the end of each level it is possible to switch the couples and then spend some moment in circle time to elaborate what has happened during the game, how the pupils have communicated, in which conditions they have collaborated the better. This can lead the class to elaborate common rules for mutual communication and help.</p> <p>The game suits also for structured activities connected to school subjects. One example:</p> <p>Divide the class in couples. Ask each of them to play the first rooms so to familiarize with the game dynamics, choose then a specific level for the players to solve and instead of directly playing them ask them to predict what they are supposed to do. Confront the solutions of the various couples to see if there's agreement. Test the predicted plan playing the game. Repeat for other levels at will, then transfert the methodology on problem solving based topics (like math or science subjects).</p>
 <b>Timing</b>	<p>Each level can be completed in few minutes.</p>
 <b>Images or Other Documents</b>	



 <b>Other Relevant Links</b>	
 <b>Tips and Tricks</b>	Shift the role of the players every few levels so that they have to play sometimes as Fireboy and sometimes as Watergirl
 <b>Source</b>	

