



MeteoHeroes	
 Link to the Game	https://www.meteo.expert/progetti/meteoheroes/
 Promoter	Polo Europeo della Conoscenza (Italy)
 Type of Game	Mobile game- single player -
 Target Age	5 +
 Language(s)	Italian
 Prosocial Value(s)	Environment/nature Responsibility Emotions
 Prosocial Skill(s)	Respecting Others Join a group Identify and express feeling and emotions Ask for help
 Objectives	<ul style="list-style-type: none"> □ <i>Direct:</i> solve the problematic situations using the powers of climatic events □ <i>Indirect:</i> Problem solving, creative thinking □ <i>Inter and cross -disciplinary:</i> Learn more about climatic events, understand how to use different skills for different situations <p><i>Psychological, sociological, prosocial:</i> Care for the environment and raise awareness on climatic change</p>
 Description of the games	<p>Fulmen, Nix, Nubes, Pluvia, Thermo and Ventum are six normal children, who discover one day that they have superpowers, those of evoking atmospheric phenomena and being able to intervene on nature through them. Taken under the guidance of Meteo Expert, they will soon learn to manage them and use them to solve the many small and large problems of the Earth. In their path, in addition to environmental issues, they will grapple with the dynamics of the world</p>



	<p>of childhood, from friendship to conflict, to confront and grow together. Particular attention in the design phase of the project was in fact paid to the definition of the characters of the characters and of the group dynamics, with the aim of giving children six little superheroes in which it is easy to identify and with which to familiarize themselves with the meteorological notions of base.</p>
 Equipment Needed	Smartphone or tablet
 Description of The Activity	<p>Before playing the game it is possible to elaborate the characters with the class and create a correspondence between them and the pupils based on the personal attitudes. This can be followed by a discussion in the class group about individual characteristics, what differentiates and unites people, how to collaborate in diversity and how each peculiarity allows us to be useful in certain situations.</p> <p>Even if the game is a singleplayer, it's more interesting to play it "altogether" projecting the game on the interactive board. The main goal of the game is to choose the right hero to overcome the obstacles in each panel of the game. Collective discussion about which weather power fits each situation would be the center of the activity. This way the game could be turned into a trivia in which single pupils or teams gets score when they guess the right hero to use at each step.</p>
 Timing	Depends on the group play. The game in single-playing can take about 20 minutes to be finished
 Images or Other Documents	
 Other Relevant Links	



 Tips and Tricks	During the loading screens you receive several tips about how to help nature
 Source	Meteo Expert

