



<h2>Sustainable Shaun</h2>	
 Link to the Game	https://www.sustainablelearning.com/resource/sustainable-shaun
 Promoter	DIITT, Trakia University, Bulgaria
 Type of Game	Mobile game- one participant
 Target Age	7-11 years old
 Language(s)	English
 Prosocial Value(s)	Environment awareness Cooperation Care Empathy Planning Sustainability Friendship
 Prosocial Skill(s)	Problem solving Protecting the environment Cooperation Making friends Creative thinking Making wise choices
 Objectives	<ul style="list-style-type: none"> ▮ <i>Direct: Learn to live in a sustainable way</i> ▮ <i>Indirect: develop awareness, skills for cooperation, Environmental safety,</i> ▮ <i>Psychological, sociological, prosocial: promote life-long learning, skills and awareness; interdisciplinary- math</i>
 Description	The game allows children in groups/teams or by single player to build a sustainable city within 7 consecutive days. The main character Shaun



<p>of the games</p>	<p>can do so with the help of his friends. They can gather different materials from the junk yard, build utilities for the city, recycle them and provide the needed food, shelter, sustainable energy resources.</p>
 <p>Equipment Needed</p>	<p>A device with internet access (laptop, computer, tablet)</p>
 <p>Description of The Activity</p>	<p>There are several important activities which take place during the game. The main character has to make decisions each morning on the basis of the availability of resources and the needs which have to be met during the day. In order to provide for the resources, the Shaun has to enter the junk yard where together with his friends they can get as many objects as they can (using lines, diagonals, combinations) while being chased by naughty hungry pigs. Once each sheep is able to collect resources the building begins. The activities happen in different geographical regions including Bulgaria. Before, during and after the game different types of discussions could be incorporated in order to provide information on the strategies each player/team selects for optimal results.</p>
 <p>Timing</p>	<p>The game could take anywhere between 10 minutes and an hour- depending on the way it is played. (one day could be as little as 10 minutes)</p>
 <p>Images or Other Documents</p>	 



 Other Relevant Links	https://www.sustainablelearning.com/
 Tips and Tricks	Sustainable learning provides different curriculum based on the age, knowledge and development of students to accompany the game.
 Source	https://www.aardman.com/