



1 player



Ages 7 and up



Sliding puzzle

GAME GUIDE

Uh oh... Those avatars are having a blast in the pool! And they need your help! Your goal is to get one avatar into the whirlpool. Slide and bump wisely, but be careful, you have a limited number of moves. Can you crack the Bump'In algorithm?



PROMOTES THE FOLLOWING COGNITIVE SKILLS

SPATIAL INSIGHT

PLANNING

PROBLEM SOLVING

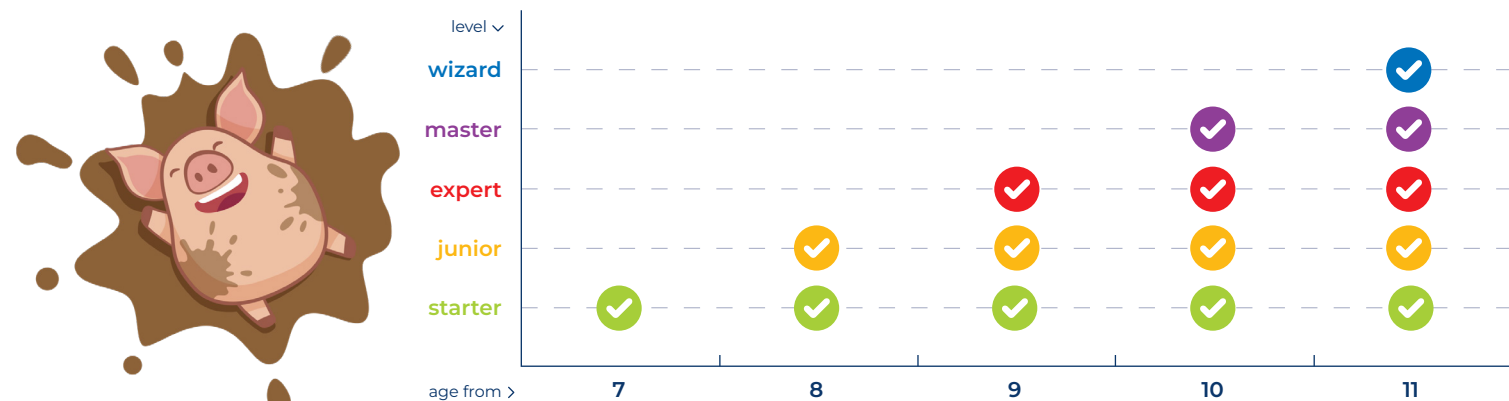
LOGIC

RULES

You move your characters with the arrow keys or the mouse. By directing them in a certain direction, they slide until they collide with an edge or object in their path. During the slide, you can't change direction anymore, making it quite challenging! The goal of the game is to get at least one character into the whirlpool. This is done by thinking ahead and positioning the characters strategically in later levels so that one character can reach the whirlpool.



DIFFICULTY LEVEL



WHY USE BUMP'IN IN YOUR CLASSROOM?

You can use Bump'In in various ways in your classroom, here are a few examples for inspiration:

Floating and sinking: Since the first levels take place in a pool where avatars float in an inflatable donut, this is a fun game to play as a break during the floating and sinking theme. You can also use it as an assignment during stations or a carousel, adding a more mathematical task to the theme.

Sliding and moving: If you want students to discover why it's not easy to stop once you start sliding, incorporate it into physical education and link sliding movements to Bump'In. During gym class, have students slide down a bench from the gym window, allowing them to experience sliding and easily empathize with the characters in Bump'In.

Together we'll make it: In the more challenging levels of Bump'In, you control multiple avatars simultaneously, and only one of them needs to reach the whirlpool to complete the level. This is the perfect game to play with others. Have students each control one avatar and let them help each other complete the level. Since they are working together towards one goal and not everyone can reach it individually, the game strongly emphasizes communication and teamwork.



EDUCATIONAL GOALS

By playing Bump'In, you work towards the following goals:

Logical and mathematical thinking	• Understanding how mathematics and logical thinking can be used to solve problems in everyday life. • Solving mathematical problems in meaningful situations. • Logical and algorithmic thinking.
Development of initiative and responsibility	Acting purposefully and efficiently, reflecting, and adjusting as needed.
Dealing with space and time	Accurately estimating movement directions and paths.
Relational skills	Collaborating with others and contributing to achieving a common goal.

By playing Bump'In, you work towards achieving the following educational objectives:

WI ET 4.3 - WI ET 4.2 - WI ET 5.4 - SV ET 1.6 - SV ET 3

