



# DREAM KITTEN



1 player



Ages 6 and up



Sequential puzzle

**Your cat dreams about rats, sheep, fish, penguins & elephants. Your mission? Make your cat jump & guide all the animals back to their places. With each jump, the animals move aside. Plan all your steps carefully & avoid animal chaos!**



## PROMOTES THE FOLLOWING COGNITIVE SKILLS

SPATIAL INSIGHT

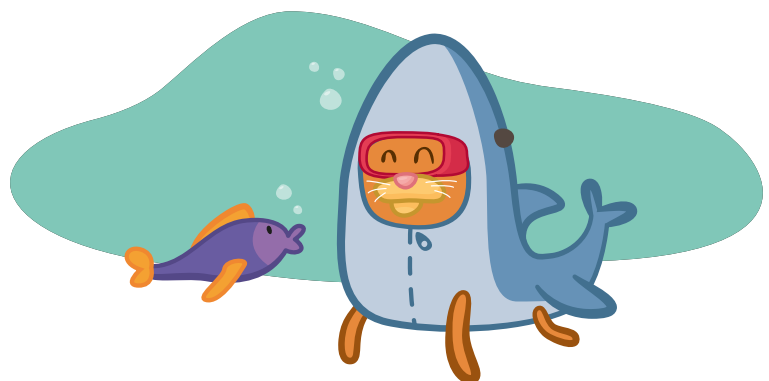
PLANNING

PROBLEM SOLVING

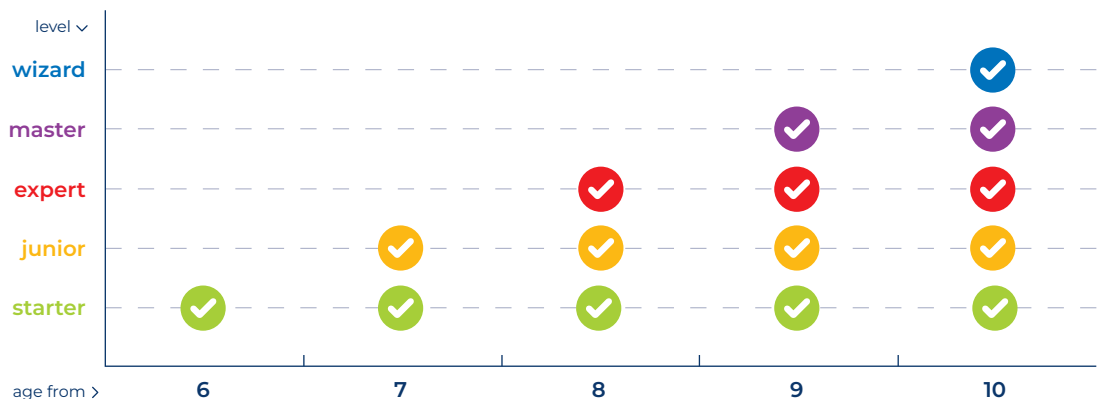
CONCENTRATION

## RULES

You use your mouse or keyboard to move the cat. The cat can only use one tile at a time to move. When the cat approaches another animal, that animal will automatically jump horizontally or vertically. It's up to the player to position the cat correctly so that the other animal jumps to the desired tile. You win the game if you manage to get all the other animals onto a specific tile. Be careful, to make it more challenging, in later levels, you'll have to guide different animals. These animals don't always jump one tile away; some have different movement patterns, and it's up to you to discover and accurately assess them. If an animal is at the edge of the board and can't move further, the level must be restarted, a tough challenge at higher levels.



## DIFFICULTY LEVEL



# WHY USE DREAM KITTEN IN YOUR CLASSROOM?

You can use Dream Kitten in various ways in your classroom, here are a few examples for inspiration:

**What do you dream of?** After playing Dream Kitten, you can take a moment with the class to reflect on dreams. What do the students dream of? Depending on the set goal, you can have students articulate, write, act out, or draw their dreams. This way, you have a nice introduction to a artistic activity or language lesson.

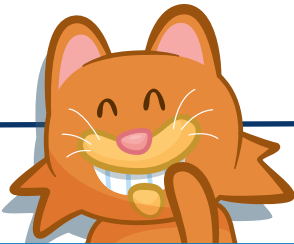
**Study different animals.** Since the game focuses on various animals and how they move, it can be a fun opportunity to further explore. This can be done in the local area or during a forest walk. For example, have students pay extra attention to

the way different animals move. Think of fast crawling insects to slow snails among the leaves. You can use Dream Kitten as an introduction to transition from fantasy to reality.

**Problem-solving thinking.** Dream Kitten is also the perfect game to use in an activity corner about problem-solving or as differentiation upwards or downwards during a math lesson. In the game, players are confronted with a, sometimes complex, problem. By assessing the situation and planning the cat's movements, players can find the solution more quickly. Dream Kitten is certainly suitable for practicing or teaching various problem-solving thinking strategies.

## EDUCATIONAL GOALS

By playing Dream Kitten, you work towards the following goals:



|                                              |                                                                                                                                                                                                                                                                    |
|----------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Logical and mathematical thinking            | <ul style="list-style-type: none"><li>• Understanding how mathematics and logical thinking can be used to solve problems in everyday life.</li><li>• Solving mathematical problems in meaningful situations.</li><li>• Logical and algorithmic thinking.</li></ul> |
| 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.                                                                                                                                                                                                               |
| Orientation to nature                        | Observing, investigating, and naming frequently occurring organisms.                                                                                                                                                                                               |

By playing Dream Kitten, you work towards achieving the following educational objectives:

**WI ET 4.3 - WI ET 4.2 - WI ET 5.4 - MV ET 4.4 - WT ET 1.3**

