



1 player



Ages 7 and up



Sequential puzzle

Ready for a flying rescue mission? Grab your rescue boats and embark on a 'soup' adventure! Slide them strategically to make your soup 'fly-free.'



PROMOTES THE FOLLOWING COGNITIVE SKILLS

SPATIAL INSIGHT

PLANNING

PROBLEM SOLVING

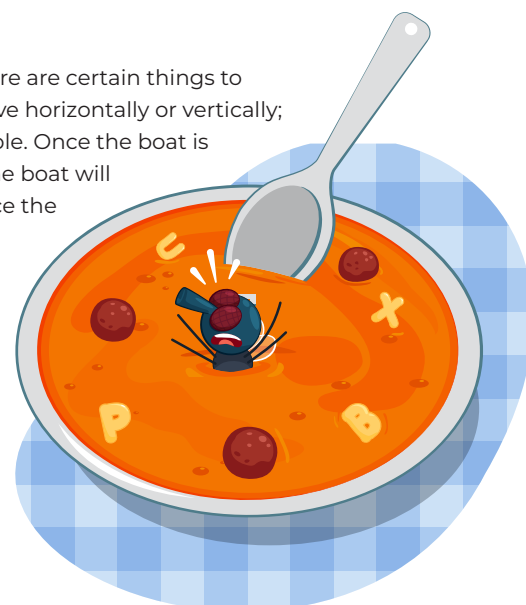
LOGIC

RULES

In FlyWatch, you move the rescue boat across a fixed grid using your mouse. Click on the square you want to move to, and the boat will move there automatically.

The controls are simple, but there are certain things to consider. The boat can only move horizontally or vertically; diagonal movement is impossible. Once the boat is next to a fly that can board it, the boat will automatically stop moving. Once the boat is full, it cannot be moved anymore.

These additional conditions make it quite challenging in later levels; you'll need to plan ahead and figure out how to use your rescue boats most efficiently.



DIFFICULTY LEVEL



WHY USE FLYWATCH IN YOUR CLASSROOM?

In FlyWatch, you have to rescue various flies from a bowl of soup by maneuvering your boat strategically next to them so they can climb on board safely. The theme of FlyWatch is, of course, based on the legendary Baywatch, turning players into real-life rescuers! Maybe this is also the ideal game to make delicious soup afterward? Without the flies, of course!

You can use FlyWatch in various ways in your classroom. Here are a few examples for inspiration:

Lifesaving swimming: A game about flies that need to be rescued is, of course, the perfect game to play for the PE lesson 'lifesaving swimming.' While playing, you can point out to students that during the next swimming lesson, they will learn techniques to avoid the situation of the poor flies. This way, students come into contact with the theme in a playful way and leave extra motivated for the swimming lesson.

A delightful cup of soup: FlyWatch is also a fun game to play during the fall/winter. Since the flies in the first levels are stuck in

a bowl of soup, it's also a fun game to use before or after cooking soup with the class. This way, it becomes even cozier! In the later levels, the flies are also stuck in summery drinks; you are not limited to just soup.

Spatial insight: Playing FlyWatch requires the necessary spatial insight to come up with a solution. You need to assess how the boats can move and ensure that your path remains clear. Thinking ahead about how the boats move on the grid and what impact this has on the playing field is crucial. So, you can definitely use FlyWatch during spatial insight lessons, in a separate corner, or as upward and downward differentiation.



EDUCATIONAL GOALS

By playing FlyWatch, you work towards the following goals:

Dealing with space and time	• Estimating distances, movement directions, and paths correctly and choosing the most efficient ones. • Acting while taking into account a distance to be covered. • Choosing the most efficient movement path in various contexts, such as in a game.
Introduction to gross motor skills	Efficient and safe movement in the water.
Logical Thinking	Understanding and determining how mathematics and logical thinking can be used to solve problems in everyday life, while appreciating mathematics as a dimension of human ingenuity.

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

MV ET 4.4 - LO ET 1.25 - WI ET 4.3

