



1 player



Ages 6 and up



Sokoban puzzle

GAME GUIDE

In Gems, you are immersed in an adventure where teamwork is crucial. One miner pushes rocks, and the other has impressive jumping skills. Can you help them navigate the mines to find those beautiful gemstones?



PROMOTES THE FOLLOWING COGNITIVE SKILLS

SPATIAL INSIGHT

PLANNING

PROBLEM SOLVING

LOGIC

RULES

In the game, you use your mouse and keyboard to guide the characters through the mines. You can easily switch between characters by clicking on them.

Since you play with two different characters, you need to consider various factors. The most important rule is that no one can walk over gaps. The jumping character can leap over gaps but only with one block in between. The pushing character can push heavy rocks further or use these rocks to fill gaps. Teamwork is the key. With a strategic push, you move the jumping character one step closer to the exit. With a well-planned jump, you can also clear the way for the pushing character.

In later levels, both characters must end up on a specific tile to complete the level. By planning ahead and working together, it will certainly succeed, although it is not always straightforward. A fun brain teaser!



DIFFICULTY LEVEL



WHY USE GEMS IN YOUR CLASSROOM?

In Gems, you help two characters through their exciting adventures in a complex mine system. One character can push heavy objects, the other can jump impressively far. By working together, the two characters can escape from the mine. In Gems, you learn to harness the powers of the characters to reach the exit together. Friendship and coordinated teamwork are the keywords here.

You can use Gems in various ways in your classroom; here are a few examples for inspiration:

Cooperative learning activities. Looking for a fun introduction to cooperative learning activities in the classroom? Then you can certainly use Gems. By letting students play Gems collectively on a smartboard or projector, you can demonstrate the importance of teamwork. Let two different players play the game simultaneously, each controlling a separate character.

By communicating well and working together, they will surely reach the finish line. You can use this as a starting point for various other cooperative learning activities or use it as one of the cooperative corners in a larger project.

Communication. With Gems, you can also emphasize the importance of communication. For example, let two players each control a character with the condition that they cannot verbally communicate with each other. This playfully demonstrates the importance of the right communication strategies and can be the starting point for a language lesson on communication rules.



EDUCATIONAL GOALS

By playing Gems, you work towards the following goals:

Language development	• Conveying an oral message. • Actively participating in a conversation.
Relational skills	Collaborating with others and thereby contributing to achieving a common goal.
Geometry	Acquiring insight into spatial orientation and spatial relationships.

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

NE ET 2.8 - SV ET 1.6 - SV ET 3 - WI ET 3.7

