



1 player



Ages 8 and up



Sequential puzzle

GAME GUIDE

GoGetter, the very first physical SmartGames puzzle, is back to challenge your brain.
Can you place the square puzzle pieces in the right spots and connect the figures?



PROMOTES THE FOLLOWING COGNITIVE SKILLS

SPATIAL INSIGHT

PLANNING

PROBLEM SOLVING

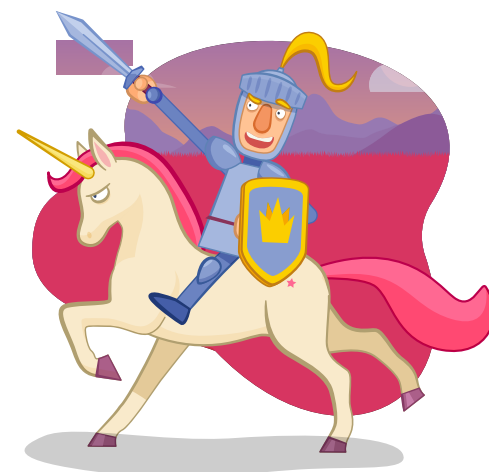
LOGIC

RULES

In GoGetter, you place various puzzle pieces on the game board by clicking and dragging them with your mouse. The pieces contain parts of a road. By clicking on the piece, you rotate it, allowing the road to go in different directions. The goal is to connect specific characters with certain objects; you always see which things belong together at the top left.

To make it more challenging, you must use each puzzle piece, and no road can be a dead end, except if they end at the edge of the playing field.

In the beginning, it's relatively simple, but the more levels you complete, the more puzzle pieces you must place, and the more characters and objects you need to connect, not always easy!



DIFFICULTY LEVEL



WHY USE GOGETTER IN YOUR CLASSROOM?

GoGetter is a special game; it was the first physical puzzle game from SmartGames and is now making its digital debut in Playroom. The goal of this iconic game is to connect characters and objects by creating a path. The game is about linking different characters and objects in various themes such as the farm, Egypt, princesses and castles, and more.

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

Versatile use: GoGetter is a very versatile game, making it a valuable tool in the classroom. You can use it during math lessons, encouraging students to think strategically and solve problems. Due to the various themes of the game boards, you can also incorporate the game into themes like Egypt, fantasy stories, the beach, and more. It's a puzzle game that can easily be played alone, and the difficulty can be adjusted to the player's needs.

Analog vs. Digital: Since GoGetter has been around as a physical game for a while, you can use the classic analog edition alongside the new digital edition. This way, students will encounter different ways of playing, and you can have a class discussion about the advantages and disadvantages of digital games versus analog games. This approach also teaches them about the evolution of

gaming over the years, which can be a great starting point for lessons on the timeline.

Escape Room: GoGetter can also be used as part of a larger escape room. The digital version is well-suited for such a task. For example, have students play a few levels until they unlock a specific item for their character. By choosing the right item on a worksheet, they receive a part of the code or a key to solve the escape room further in the class.



EDUCATIONAL GOALS

By playing GoGetter, you work towards the following goals:

Media literacy	Using media tools for logical and algorithmic thinking - practicing and learning with the support of ICT.
Logical thinking	Understanding and recognizing how mathematics and logical thinking can be used to solve problems in daily life, while appreciating mathematics as a dimension of human ingenuity.
Development of an inner compass	Resilience: Enjoying fun and satisfaction in playing, learning, and living.



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

MV ET 3.7
ICT ET 4
WI ET 5.3