



HISTORY ATTACKS!



1 player



Ages 6 and up



Moving labyrinth

GAME GUIDE

Did you know that by reading history books, you can be catapulted back in time? Escape from mazes filled with angry cavemen, mummies, pharaohs, Roman soldiers, and knights. But beware, the enemies don't give up so easily!



PROMOTES THE FOLLOWING COGNITIVE SKILLS

PLANNING

PROBLEM SOLVING

SPATIAL INSIGHT

CONCENTRATION

RULES

The goal of the game is to safely reach the other side of the game board without colliding with an enemy.

You control your character with the mouse or arrow keys (this can be adjusted in the pause screen), or with touch on tablets or Chromebooks.

You can only move over a fixed playing field. You can move up, down, and to the right, but moving to the left is not allowed.

Beware, because with every step you take, your enemies take a step to the left! Sometimes there are obstacles on the game board. They need to smash these obstacles first to proceed. When your enemies reach the far left of the game board, they reappear on the right side. So, be careful!

To successfully reach the end, you'll need to estimate on which tile your enemies will land and try to avoid them. If you succeed, you can quickly plan a route to the exit. It may not sound too difficult, but the higher levels provide a challenging experience. Each game level introduces an additional difficulty (tiles where you or your enemies are catapulted forward or sideways, for example).

DIFFICULTY LEVEL



WHY USE HISTORY ATTACKS IN YOUR CLASSROOM?

History Attacks aligns well with history lessons. The game takes place, depending on the chosen level, in prehistoric times, ancient times, classical antiquity, or the Middle Ages. The introductory story is, of course, fiction, but you can recognize certain buildings and clothing styles from different periods. This makes History Attacks the ideal game to use during history lessons.

You can use History Attacks in various ways in your classroom, with some examples for inspiration:

Exploration: Use History Attacks as an exploration of history lessons. Have players pay attention to the buildings and clothing during the introductory video and the game itself. You can then use this as a starting point to discuss certain habits and styles from the past.

Activity corners: History Attacks is also a perfect game to use in activity corners. Since you can play the game on different devices (tablets & PC), it is easy to implement. If you are doing activity corners about history, make sure students also engage with History Attacks. By playing, they combine logical thinking with recognition of historical styles.



Real-life adaptation: A fun idea is to use the rules of History Attacks for a real-life game on the playground or in the gym. You can mimic the grid of the virtual game for this or make it larger so that more players can play simultaneously. A nice bonus is if the players dress up as historical figures, creating a real History Attacks experience.

Differentiation: Of course, History Attacks can also be used as differentiation, even outside history class. Is someone finishing quickly? Let them play History Attacks to further enhance logical thinking, thus reinforcing mathematical skills in a playful way.

EDUCATIONAL GOALS

By playing History Attacks, you work towards the following goals:

Logical and algorithmic thinking	Apply if-then relationships.
Dealing with space and time	- Individually or together, take a position in relation to objects, spatial indications, or people, while considering spatial limitations. - Estimate distances, movement directions, and paths correctly and choose the most efficient ones.
Time orientation	Explore and place events from one's own life and from history in time.



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

- MV ET 4.4
- MM ET 3.5
- MM ET 3.6
- MM ET 3.7
- NE ET 2.6
- WI ET 5.3