SMART GAMES PLAY ROOM

DRAGONS

1 player

Ages 7 and up

Sequential puzzle

GAME GUIDE

Have you ever wanted to help a dragon? In Dragons, you guide not just one, but five dragons—each with their own superpower—through a series of levels! Move and rotate magical shields in the right way to channel the dragon power to the finish. With just a few moves, you'll command wind, water, fire, snow, and lightning!

PROMOTES THE FOLLOWING COGNITIVE SKILLS

- SPATIAL INSIGHT
- PLANNING
- PROBLEM SOLVING
- LOGIC

RULES

In Dragons, you team up with five dragons, each with a unique superpower, to navigate through different levels. The player must strategically move and rotate magical shields to direct the forces of fire, water, snow, wind, and lightning. The game blends strategic thinking with puzzle-solving and is designed to foster logic, planning, and spatial reasoning in a fun setting.

Dragon powers can only be directed in specific directions depending on how the shields are placed. The player must carefully consider the sequence of actions and shield placements to overcome each challenge. Mistakes in planning can cause powers to go in the wrong direction, leading to a dead end. As you progress, the puzzles become more challenging, requiring multiple shields and power combinations to succeed.

DIFFICULTY LEVEL

WHY USE DRAGONS IN YOUR CLASSROOM?

You can use Dragons in many different ways. Here are some inspiring ideas:

The elements: Since the dragons represent different elemental powers, the game can be used to explore natural elements. Let students learn about real-world forces like lightning, water, or fire, and use that as a basis for understanding the dragon powers. This can serve as an introduction to topics like weather, natural disasters, or even electricity and energy.

Mythology and dragons: Let students research dragons in different cultures and myths. They can explore dragons in legends and fairy tales and design their own dragon with unique powers and characteristics. This can be tied to a larger mythology or history project.

Do real animals have superpowers too? Encourage students to compare the powers of the dragons to those of real animals. For example, the lightning dragon could be compared to an electric eel, and the water dragon to amphibians that adapt to aquatic life. This offers a playful way to explore biology and the animal kingdom.

Light reflection: Use mirrors to reflect beams of light or "powers," just like the shields in Dragons. Students place mirrors to reflect the light of a flashlight and aim it at a target, avoiding obstacles. This activity supports spatial reasoning and problem-solving skills.

EDUCATIONAL GOALS

By playing Dragons, you work towards the following goals:

World orientation	Students investigate and experience how forces like fire, water, wind, and electricity behave both in nature and in the game, and how these forces can be harnessed.
Problem-solving and logical reasoning	Students plan their moves in the game to strategically use the dragons' powers, helping them develop logical thinking and problem-solving strategies.
Spatial insight and mathematical reasoning	The game encourages students to enhance their spatial and math skills by avoiding obstacles and directing powers with magical shields.
Creativity and expression	When designing their own dragon or inventing a new story, students develop their creative and expressive abilities.
Collaboration and communication	Students learn to work together effectively by playing cooperatively, forming strategies, and coordinating powers to complete levels.

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

WT ET 1.16
WI ET 3.7
LL ET 4
WI ET 4.3
WI ET 5.1