



MASTER 11



1 player



Ages 6 and up

Platformer
labyrinth

PAUSE



RESTART LEVEL

GAME GUIDE

Race against the flames! Guide the firefighter through a burning building, navigating ladders to reach your avatar. But here's the twist— you have only one fire extinguisher! Think strategically, act quickly, and be the hero in this blazing challenge!

PROMOTES
THE FOLLOWING
COGNITIVE SKILLS

SPATIAL INSIGHT

PLANNING

PROBLEM SOLVING

LOGIC

RULES

You control this game using your keyboard or mouse. Move to a location by clicking on it. Want to climb the ladder? Simply click on the ladder, and Phil will automatically climb up. The goal of the game is to reach the avatar in distress, who is trapped among some fires. Along the way, you can extinguish fires, but be careful—your fire extinguisher can only put out one fire at a time. Therefore, planning ahead is essential. In the more difficult levels, you'll have different extinguishers for different types of fire, and you can even turn on a water pipe to extinguish an extra fire. You'll also need to consider the back of the building. While playing, you can smoothly switch perspectives to plan your route both at the front and back of the building. Sounds simple? Don't underestimate this game, especially the higher levels, which are very challenging!



DIFFICULTY LEVEL



WHY USE FIREFIGHTER PHIL IN YOUR CLASSROOM?

Firefighter Phil travels the world to save everyone in need. Climb ladders and extinguish various fires to ensure everyone is safe. It's a challenging game with different themes. While fire safety is the primary focus, the game's diverse locations offer a virtual world tour—though this time, it's not for relaxation!

Here are some ways you can use Firefighter Phil in your classroom, with a few examples for inspiration:

Fire Safety: In the game, you play as a firefighter, making it the perfect opportunity to discuss fire safety. This game can be easily linked to lessons on fire safety, focusing on safe routes and different types of fire extinguishers. You can use the game as an introduction or as part of a corner activity on the topic.

World Tour: As Firefighter Phil travels the world in the game, each level features a different location, taking you to major cities like Paris and New York. The brief story also shows where these cities are on the world map. This provides a great opportunity to explore the countries of the world further during geography lessons. The game also features different architectural styles and clothing based on the location, which you can use to enhance your world studies lessons.

Front and Back View: In many levels, you'll need to frequently switch between front and back views to rescue the person in need. This is done by clicking the eye symbol in the game. You can use this aspect during lessons on front and back perspectives as a fun activity. This helps students practice logical reasoning and problem-solving skills.



EDUCATIONAL GOALS

By playing Firefighter Phil, you work towards the following goals:

Orientation on Society	Understanding institutions and organizations: The game can be used to illustrate the role of fire departments and emergency services in society.
Orientation on pace	Map understanding and orientation skills
Managing Movement Space and Time	Estimating movement directions and paths
Logical and Mathematical Thinking	• Applying math and logic to daily problems • Logical and algorithmic thinking



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

- WI ET 4.3
- WI ET 4.2
- WI ET 5.4
- NM ET 2.3
- MM ET 4.3