



CATCH THE SKUNK!



1 player



Ages 6 and up



Fill-up puzzle

GAME GUIDE

The skunks are everywhere! Fortunately, with a bit of puzzling, you can start blocking their strong odour. Think strategically, cover only the skunks with the right puzzle pieces and make it a bit more pleasant for everyone again!



PROMOTES THE FOLLOWING COGNITIVE SKILLS

SPATIAL INSIGHT

PLANNING

PROBLEM SOLVING

LOGIC

RULES

Catch The Skunk offers a different experience compared to other PlayRoom games, but that's what makes it more challenging. The playing field is divided into a grid where you have to place transparent blocks. These blocks resemble Tetris blocks and can be freely rotated. You not only need to figure out how to fit all the blocks together on the grid, but you also need to ensure that the boxes on some blocks cover the skunks. Remember, you're only allowed to cover the skunks, not any other characters! Particularly in the higher levels, this proves to be quite a tough challenge.



DIFFICULTY LEVEL



WHY USE CATCH THE SKUNK IN YOUR CLASSROOM?

Capture the skunks and eliminate the odours in this exciting game. In *Catch the Skunk*, you place boxes over the skunks so you can enjoy your hobbies without any odours. Keep in mind, sometimes there are other characters present, which of course you don't need to capture. The different levels showcase various leisure activities such as a trip to the cinema and more, making it ideal for discussing the players' hobbies!

You can use *Catch the Skunk* in different ways in your classroom, here are some examples for inspiration:

What are your favourite hobbies: Before starting the different levels in *Catch the Skunk*, you see the favourite hobbies or interests of different characters. This can be a fun way to discuss this topic in class. Players can articulate their hobbies and interests before playing this game as a fun change within the theme.

The senses: A game like this is naturally great for discussing the senses. The smell of a skunk is terrible, but what is actually the importance of our nose? You can use the game as an introduction to a theme about the senses. It's also ideal for use during corner work where you really put the senses to work.

Animal protection: A game like this can also be used to discuss animals and animal protection. In the game, you capture a skunk in a box to later release it again. You can use this as a starting point to discuss indigenous animals and the importance of the different links in the animal kingdom. Additionally, you can also expand into how some animals protect themselves from danger. This way, students learn a lot about animals in a playful manner and the theme is started in a fun way.

EDUCATIONAL GOALS

By playing *Catch the Skunk*, you work towards the following goals:

Sensory development	Report what has been observed and compare this observation with each other.
Logical and mathematical thinking	• Recognising how mathematics and logical thinking can be used to solve problems in everyday life. • Logical and algorithmic thinking.
Nature orientation	Observe, investigate, and identify commonly occurring organisms.

By playing *Catch the Skunk*, you work towards achieving the following educational objectives:

- WI ET 4.3
- WI ET 4.2
- WI ET 5.4
- WT ET 1.3

