



- 1 player
- Ages 7 and up
- Sokoban / sliding puzzle

## GAME GUIDE

In Maxi Golf, you play a unique version of golf. No small balls or golf clubs here, but a gigantic ball that you push towards the hole! The main theme of the game is, of course, golf, but the different difficulty levels take you to a variety of locations such as nature, a farm, a pirate bay, a dinosaur world, and even famous places around the globe. Thanks to this variety, you can use Maxi Golf not only for topics related to sports and movement but also connect it to other themes such as professions, animals, or geography. A versatile game packed with fun and challenge!



### PROMOTES THE FOLLOWING COGNITIVE SKILLS

- SPATIAL AWARENESS
- PLANNING
- PROBLEM-SOLVING
- LOGICAL REASONING

## RULES

The goal of Maxi Golf is simple: get the gigantic golf ball to the hole. But don't be fooled — the golf courses are one big puzzle! The playing field consists of separate square tiles that you can slide around on a grid. By placing these tiles in the right spots, you create your own path to the hole. In the first levels, you slowly discover how the game works, but as you progress, it becomes increasingly challenging. You'll encounter obstacles and even portals that you have to use cleverly. The rules are simple, but the later levels really require logical thinking and planning ahead. An ideal puzzle game that gives your brain a serious workout.



## DIFFICULTY LEVEL



## WHY USE MAXI GOLF IN YOUR CLASSROOM?

You can use Maxi Golf in various ways in your class; here are some examples for inspiration:

**Sports and games:** Maxi Golf is the perfect game to use in lessons about sports and physical activity. Use this brain teaser as a station in a learning carousel or activity circuit to emphasize “mental sports.” With its athletic theme, Maxi Golf is easy to integrate and shows students that sports can challenge not only the body but also the mind.

**Build your own golf course:** After playing Maxi Golf, students can design their own golf course. This can be done physically in the classroom or gym, using materials such as blocks, cardboard, marbles, or balls. Let them draw puzzle tiles, design obstacles, and build a challenging course together. You can even have multiple groups create courses and test which one works best.

**Puzzling as a sport:** Have students brainstorm other sports that could be turned into puzzle games. How would volleyball work as a brain game? Or athletics? Encourage creative thinking and entrepreneurship by letting students design and test their games. These “reimagined sports” can later be introduced on the playground.

**Storyboard introduction:** At the start of each difficulty level, there’s a short comic strip consisting of four panels. These mini-stories are perfect for introducing storyboards or creative writing. Let students invent their own world that isn’t in the game yet. Where else could you play golf? What obstacles would there be? How would the ball still reach the hole? Have them illustrate it through their own storyboard, possibly combined with a short story or script.



## EDUCATIONAL GOALS

By playing Maxi Golf, you work towards the following goals:

### Mathematical concepts

- **Spatial awareness:** estimating how puzzle pieces can form a logical path.
- **Geometry:** working with shapes, directions, and positions on a grid.
- **Problem-solving:** creating strategies to reach the goal.
- **Logical reasoning:** evaluating cause-and-effect relationships when building a course.

### Cognitive skills & executive functions

- **Planning and organizing:** thinking ahead about the correct order of actions.
- **Cognitive flexibility:** switching between solutions when one approach doesn’t work.
- **Response inhibition:** avoiding immediate clicks or moves, first considering a strategy.
- **Sustained attention:** staying focused on more complex puzzles.
- **Goal-directed behavior:** continuing to work towards the hole despite obstacles.

### 21st-century skills

- **Computational thinking:** decomposition and visual planning of a path to the goal.
- **Creativity:** designing new worlds or courses, possibly on paper.
- **Self-directed learning:** independently exploring different worlds and difficulty levels at one’s own pace.

### Social-emotional skills (in pairs or as a class)

- **Collaboration:** discussing puzzle solutions in pairs.
- **Perseverance:** persisting through failed attempts, learning from mistakes.
- **Self-confidence:** experiencing success by seeing your own strategies work.

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

WI ET 3.7 - WI ET 4.1 - WI ET 4.2 - WI ET 5.4 - LL ET 5 - ICT ET 3