



1 player



Ages 7 and up



Rotating maze puzzle

GAME GUIDE

In Pond Twister, you help a dragonfly cross a pond safely. You do this by rotating lily pads to create a clever path across the water. But beware: carnivorous plants, hungry frogs, and other pond predators are lying in wait. One wrong twist and you end up right in the jaws of danger! The game immerses you in a colorful, mysterious pond world full of natural obstacles. Thanks to its playful theme centered around aquatic animals, insects, and ponds, Pond Twister fits perfectly into lessons on nature and environmental studies.



PROMOTES THE FOLLOWING COGNITIVE SKILLS

PLANNING

SPATIAL AWARENESS

PROBLEM-SOLVING

LOGICAL REASONING

RULES

In Pond Twister, you help a dragonfly reach the other side of a pond safely. You don't rotate each lily pad individually, but instead make smart rotations of entire chains of connected pads. Each rotation also moves the dragonfly and the dangers along with them. The challenge is to think ahead: which rotation brings you closer to your goal, and which might open a dangerous path? As you progress, extra challenges appear, such as special flowers that influence rotations and even new enemies. The rules remain simple, but the strategic puzzling becomes increasingly challenging.



DIFFICULTY LEVEL



USE IN THE CLASSROOM

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

Pond animals: Have students play a few levels to get familiar with the game and the virtual pond. Then, let them research which animals and plants actually live in and around a pond. Which ones are dangerous to a dragonfly? What is fictional and what is realistic? This creates an easy link with science or environmental studies.

Chain reaction puzzling: Let students work in small groups. One student starts and makes exactly one move. Then it's the next player's turn, who is also allowed only one move. Each move must be discussed out loud: why do they think this is the right choice? What will the effect be? This creates a valuable chain reaction of thinking, reasoning, and planning. The goal isn't to finish as quickly as possible, but to learn to puzzle together and verbalize strategies. A fun activity that keeps everyone engaged while building social skills.

Geometry corner: Have students play Pond Twister as part of a geometry station activity. Beforehand, give them the task of paying close attention to which lily pads rotate and in which direction (clockwise or counterclockwise). This station is perfect for exploring concepts such as rotation and direction in a playful way.

A pond full of stories: Every level of Pond Twister feels like a mini adventure. After playing, have students think about the dragonfly's journey: why does it need to cross? What do the obstacles in the game represent if you turn it into a story? Have them transform this journey into a short comic or picture story, where the puzzle elements play a role in their invented pond world. A carnivorous plant might become a hungry dragon, a flower a magical portal, and the dragonfly a messenger with a secret mission. This way, students turn the logic of a puzzle game into a creative story, combining structure, imagination, and language.



EDUCATIONAL GOALS

By playing Pond Twister, you work towards the following goals:

Cognitive skills & executive functions

- **Planning & organizing:** students must weigh their moves in advance and think several steps ahead.
- **Cognitive flexibility:** the player must constantly adapt to a changing situation and reorient after mistakes.
- **Response inhibition:** not turning lily pads impulsively, but first assessing the impact.
- **Working memory:** remembering which elements will rotate together.

- **Sustained attention:** staying focused to recognize patterns and avoid mistakes.
- **Goal-directed behavior:** working towards the end goal (crossing safely) despite distractions or obstacles.

Mathematical & spatial concepts

- **Rotations & directions:** gaining insight into how objects move on a grid.
- **Spatial awareness:** understanding the impact of rotating an entire chain on the position of the dragonfly and dangers.
- **Problem-solving:** creating creative strategies to avoid unsafe situations.
- **Logical reasoning:** estimating which sequence of actions leads to the best result.

21st-century skills

- **Self-directed learning:** trying puzzles independently, recognizing mistakes, and adjusting strategies.
- **Critical thinking:** analyzing your own choices and failures.

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

WI ET 3.1 - WI ET 3.2 - WI ET 3.7 - WI ET 4.2 - WI ET 5.4 - LL ET 5 - SV ET 3



GOT QUESTIONS OR COMMENTS?

Contact us at playroom@smartgames.com



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