



GAME GUIDE



1 player



Ages 7 and up



Sequential puzzle

In **Camp Chaos**, you are at a virtual youth camp where you and your friends secretly try to stay awake after bedtime. But watch out: the camp leader is a sleepwalker! If you make too much noise, turn on the lights, or leave objects in his path, he'll wake up and the game is over. **Camp Chaos** takes place in a summery camp environment filled with familiar elements and wacky obstacles. This makes the game ideal for lessons about youth camps, vacations, multi-day school trips, or themes such as sleep and teamwork.



PROMOTES THE FOLLOWING COGNITIVE SKILLS

SPATIAL AWARENESS

SEQUENCING

PROBLEM-SOLVING

CRITICAL THINKING

RULES

In **Camp Chaos**, you try to stay awake at camp without being noticed, but the camp leader roams around sleepwalking and must absolutely not be disturbed! Your task is to clear his path of obstacles and ensure he isn't woken up by light, sound, or other disruptions. You play by strategically moving objects on the game board. In the first levels, this is still simple, but as you progress, more and more elements are added: extra light sources, sound systems, flashlights from other characters, and moving elements. You have to think carefully about the correct order of actions every time. An extra challenge? Each level must be completed within a limited number of moves. One wrong move and you risk waking the camp leader. The later levels therefore require strategic thinking, planning, and a touch of chaos control!



DIFFICULTY LEVEL



WHY USE CAMP CHAOS IN YOUR CLASSROOM?

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

On a trip: Use Camp Chaos as an introduction to conversations about youth camps, school trips, or vacations. Let students draw or describe their favorite camp moment. Going on a trip soon? Have the students make a list of everything you need to take to camp. You can even set up a small tent in the classroom where students can play Camp Chaos and get into the mood of their upcoming trip.

Sounds: In Camp Chaos, you must not wake the camp leader with light or noise, making it perfect for a lesson on sound and silence. Let students experiment with different sound sources in the classroom (drum, tap, rustle) and estimate what counts as "loud" or "quiet." You can extend this into a STEM corner on sound sources or a music lesson about instruments.

A real camp game: Turn the gym or playground into a real Camp Chaos level. One student is the sleepwalking, blindfolded camp leader who walks from left to right. The goal for the other students is to reach the other side of the room or playground without being heard. Place movable obstacles all around to make it even more challenging. A fun movement activity or PE lesson!



EDUCATIONAL GOALS

By playing Camp Chaos, you work towards the following goals:

Mathematical & strategic skills:

- **Spatial awareness:** orienting yourself within a playing field and planning routes without collisions or disturbances.
- **Sequencing:** thinking through the correct order of actions within a limited number of moves.
- **Problem-solving:** developing strategies to reach the end of the level safely.

Cognitive skills & executive functions

- **Response inhibition:** learning to wait and not click too quickly to avoid mistakes or noise.
- **Attention control:** keeping track of multiple sensory elements simultaneously (sound, light, movement).
- **Working memory:** remembering which actions have been taken and what still needs to be done within the limited moves.
- **Emotion regulation:** staying calm and restarting after failure without frustration.

21st-century skills

- **Self-directed learning:** solving levels independently and developing strategies.
- **Visual thinking:** assessing situations and actions based on visual information.
- **Critical thinking:** reflecting on your approach and considering alternatives when something doesn't work.

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

WI ET 3.7 - WI ET 4.1 - LL ET 5 - LL ET 6 - ICT ET 3 - SV ET 3



GOT QUESTIONS OR COMMENTS?

Contact us at playroom@smartgames.com



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