



Hungry Shark



Co-funded by
the European Union

Key competence: *Science, Technology, Engineering and Mathematical, Learn to Learn*
Soft skills: *Self-control, abstract thinking, resilience*



Editorial

2 – 5



25 min



6+

Recommendation

3 – 5

20 min

1^o - 6^o

Variants and/or steps

- ★ Since Hungry Shark was designed as a serious game, the rules are very well structured in three play modes of increasing difficulty.
- ★ We strongly recommend following these modes, especially the first time the students play the game.

Adaptations for special needs

- If the level of the students is different, or in the case of students with special needs, we recommend not playing in competitive mode, but in turns. Thus, when flipping the cards, the student will give the solution and then the others will assess if it is correct.

Discussion

What strategy did you use to give the solution? What progression have we used during the game? Would you be able to explain the game to another student who didn't know it?

% of answers based on 238 Primary School students



	8%	4%	11%	77%
Would you like to play it again?	8%	4%	11%	77%
Have you communicated a lot with your classmates while you were playing?	6%	8%	20%	67%
Have you done any calculations during the game?	7%	2%	17%	74%
How easy was it to understand the rules of the game?	4%	8%	18%	70%
Have you thought of any strategy while playing the game?	40%	10%	7%	43%
Are you able to explain this game to another student?	12%	9%	18%	61%