



PLAY
ROOM

DIGITAL SMARTGAMES FOR THE CLASSROOM

.....

A GUIDE FOR
TEACHERS



INTRODUCTION



We don't need to tell you that technology is playing an increasingly significant role in our daily lives, and education is no exception. **Digitalization** has made its way into classrooms, opening up numerous opportunities to **make learning more fun, interactive, and effective**.

You've likely heard about using **games in education**, and it's no surprise. Research has shown that digital games can significantly **enhance pupils' motivation, engagement, and productivity**. Games are a huge part of children's lives, making them a fantastic tool to bring variety to lessons and differentiate between pupils' needs—all in a way they love.

But games in the classroom are not just about entertainment; they help pupils and teachers **achieve specific educational goals through playful learning**. Besides subject-specific knowledge and skills, games promote additional abilities, such as spatial insight, problem-solving, language skills, memory, teamwork, perseverance, and motor skills.

Knowing that primary education emphasizes **cross-curricular outcomes** (learning to learn, social skills, and ICT skills), games are a valuable addition to your teaching toolkit.

WHAT IS SMARTGAMES PLAYROOM?

A NEW ONLINE PLATFORM FULL OF DIGITAL SMARTGAMES FOR CLASSROOMS

As a teacher, you sometimes want to add variety to your lessons. Games can be a great way to do this. But what if you could combine learning and gaming? That's where SmartGames Playroom comes in.



FOR CHILDREN
FROM RECEPTION
TO YEAR 6!

DIGITAL SMARTGAMES

These games are based on the well-known physical SmartGames often used by teachers to teach and enhance specific cognitive skills. Playroom provides an **online platform** where pupils can **play SmartGames digitally**—individually, in pairs, or with the entire class.

PROGRESSIVE CHALLENGES

Like physical SmartGames, every digital game is divided into **different difficulty levels**, allowing every child to play and grow at their own pace. From the **oldest preschoolers to Year 6 pupils**, the games promote cognitive skill development and are linked to primary education standards.

A SAFE ONLINE ENVIRONMENT ON ANY DEVICE

SmartGames Playroom is **child-friendly, safe, and free from ads**, violent games, or hidden costs like in-game purchases. It works on desktops, laptops, Chromebooks, and tablets. All you need is Wi-Fi, making it easy to use in class.



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GETTING STARTED WITH SMARTGAMES PLAYROOM AS A PUPIL

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THE BENEFITS OF SMARTGAMES PLAYROOM

PLAYING ALONE, WITH TWO, OR THE ENTIRE CLASS

Looking for a **challenging class activity**? SmartGames Playroom currently offers 14 digital SmartGames, with new ones added regularly. Pupils can **play individually, in small groups, or with the entire class.**



INDIVIDUAL PLAY

Single-player games can be used for differentiation or in learning centers, just like the physical SmartGames.

IN GROUPS

Two-player SmartGames allow children to compete or collaborate on the same device. Cooperative games where two pupils work together to find the solution will also be added soon.



Let children play our single-player games together in pairs. There's nothing more fun than finding the solution together!



CLASS ACTIVITIES

Playroom Battles transform the classroom into an interactive game zone. Divide pupils into teams and compete to solve as many challenges as possible within a time limit, with a real-time scoreboard on the digital whiteboard.

And with 'Escape the Playhouse,' you can even play a real escape room in the classroom, where children work together in groups to solve both physical and digital SmartGames puzzles.

1

COGNITIVE GROWTH THROUGH PLAY

SmartGames offers a fun and effective way to support learning in the classroom. By incorporating our games into your teaching, you can boost pupils' cognitive development in a way that feels like play—making learning both effective and enjoyable.



DREAM KITTEN

HISTORY ATTACKS!

QUA PUZZLER

BUMP'IN

ASTRO CHEF

PLAYING OUR GAMES HELPS BUILD THESE SKILLS:

GO GETTER

GEM

- ✓ CONCENTRATION
- ✓ FLEXIBLE THINKING
- ✓ LOGICAL THINKING
- ✓ MEMORY
- ✓ PLANNING
- ✓ PROBLEM SOLVING
- ✓ SPATIAL AWARENESS
- ✓ VISUAL PERCEPTION
- ✓ MATH SKILLS
- ✓ DIGITAL LITERACY
- ✓ TEAM SKILLS
- ✓ THINKING SKILLS
- ✓ COMMUNICATION SKILLS
- ✓ PERSISTING
- ✓ THINKING FLEXIBLY
- ✓ GROWTH MINDSET
- ✓ SPEED OF THOUGHT
- ✓ SEQUENCING

FLY WATCH

FIREFIGHTER PHIL

CATCH THE SKUNK!

DRAGONS

MESSY MONSTERS!

CHESS FC

CUBE CLASH

2

ENCOURAGING COMPUTATIONAL THINKING

Our digital SmartGames are video games designed to enhance your pupils' cognitive abilities. These games offer a series of progressive challenges that require logical and strategic thinking. By playing, pupils can engage with the core principles of computational thinking in a playful and interactive way.

PATTERN RECOGNITION

All our games focus on recognising patterns. Pupils are often tasked with identifying patterns to solve progressively challenging puzzles. This ability to see and understand patterns is essential for computational thinking, as it helps pupils identify regularities in data and systems.

ALGORITHMIC THINKING

While solving puzzles, pupils need to follow a series of steps or an algorithm to achieve their goal. This type of algorithmic thinking teaches them how to create and follow structured plans. By playing the Playroom games, they develop skills that are directly applicable to other technological disciplines.

MODELING AND STRATEGIC THINKING

In Playroom games, pupils are often required to develop a strategy to find the right solution. This process of modelling helps shape their problem-solving approach and is a fundamental aspect of computational thinking. Through our games, your pupils will not only enjoy themselves but also develop valuable skills that will support their learning across the curriculum.



3 INFORMATIVE GAME SHEETS

For every game, you can download a detailed game sheet from our website. These sheets include:

INSIGHTS INTO THE SKILLS YOUR PUPILS WILL SHARPEN WHILE PLAYING

CLEAR INSTRUCTIONS ON HOW TO PLAY THE GAME

TIPS FOR INTEGRATING THE GAME INTO YOUR LESSONS

SUITABLE AGE RANGES FOR DIFFERENT GAME LEVELS

LINKS TO EDUCATIONAL OBJECTIVES AND STANDARDS

These resources, developed in collaboration with educational expert Lander Van der Biest, help make the games a seamless addition to your teaching strategy.



4 INDIVIDUAL PROGRESS TRACKING

As a teacher, you can monitor each pupil's game progress through an intuitive dashboard.

- See which challenges and difficulty levels pupils have completed.
- Track areas where pupils may need extra support.
- Review time spent playing, stars earned, and overall performance.

This allows you to provide personalized guidance based on real-time data.



CREATING A TEACHER ACCOUNT

Creating an account is simple, and **with one teacher account, you can manage up to 30 pupils.**

1 Go to playroom.smartgames.com

2 Click the **account icon** in the top-right corner or click **START YOUR FREE TRIAL**

3 Select **“teacher”**

4 Fill in your **details** and click **REGISTER** or sign in with a **Google** or **Microsoft 365** account

5 **Verify your email** and start your free two-week trial.

ADDING PUPILS

Once your account is set up, linking your pupils is a breeze:

1 Click **“My Classroom”**

2 Click **+ ADD NEW PUPIL ACCOUNT**

3 Add pupil details (username and password required) and click **ADD NEW PUPIL ACCOUNT**

4 Repeat steps 2 and 3 for all your pupils.

Share pupils' login details with their parents so they can continue playing at home!

TIP

FOLLOWING UP WITH PUPILS

You can check your pupils' progress in 2 ways.

1 Click "My classroom"



2 Click on 'View profile' next to the pupil.



3 Under the "Games Played" tab, you can see which games the pupil has played, and under the "Game Statistics" tab, you get a more detailed overview per game.

1 Go to "Game statistics" under the button "My classroom"



2 Here you get an overview at a glance of the games played, the number of stars, the playtime, and the number of challenges solved per pupil.

ORGANISING CLASSROOM ACTIVITIES

1. PLAYROOM QUIZZES

QUIZZES ARE AVAILABLE FOR THREE AGE GROUPS: 6-8, 8-10, AND 10-12 YEARS.



Playroom Quizzes are downloadable PDFs with questions tied to specific SmartGames challenges. Pupils work in groups to solve challenges, with a final question that ties their answers together.

TO ANSWER THE FIRST THREE QUESTIONS, PUPILS MUST SOLVE CHALLENGES FROM AN ONLINE SMARTGAMES GAME.

THE FOURTH QUESTION IS A CALCULATION USING THE ANSWERS FROM THE FIRST THREE QUESTIONS. THE SOLUTION TO THIS IS THE ANSWER TO THE QUIZ!



TIP

Let your pupils solve their Playroom Quiz together in groups of 2 or 3.

WAAR VIND IK DE QUIZZEN?

Klik op "Quizen" onder de knop "Mijn klas". Hier kan je per leeftijdscategorie een quiz downloaden.



ORGANISING CLASSROOM ACTIVITIES

2. PLAYROOM BATTLE

Transform your classroom into a competition arena!

Divide the class into teams or let pupils compete individually.

The goal is to solve as many challenges as possible within the given time.

HOW DO I PLAY A PLAYROOM BATTLE WITH MY CLASS?

- 1 Go to 'Playroom battle' under the 'My classroom' button.



- 2 Choose which **type of battle** you want to play and then click on

START YOUR PLAYROOM BATTLE

- 3 Specify **how long** the battle will last. Choose **which game(s)** your pupils can choose during the battle or select 'All Games'. Then click on

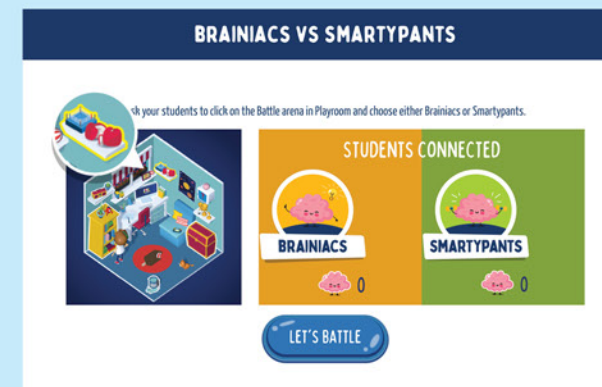
CONTINUE TO THE LAST STEP

Set the duration of the battle and pick a game (or all games)

DURATION

GAME

CONTINUE TO THE LAST STEP



- 4 Your battle is now created, and pupils can join. The **pupils log in with their own account on their device** (iPad, Chromebook, laptop...) and go to Playroom ('Play now' on the website or via the app). All pupils now click on the '**Playroom battle**' icon in Playroom (the board with the boxing ring and boxing gloves). You can now see the number of pupils increasing. Click on **LET'S BATTLE** to open the battle page.



- 5 When all pupils are connected, click on **START BATTLE** to begin the timer. The pupils will receive a notification and can start playing.



TIP

In a '**Brainiacs vs Smartypants**' battle, children work together to achieve victory. Individual results between the children are not highlighted as much as in the 'Free 4 All' battles, which might be more comfortable for some when the whole class is watching.

ORGANISING CLASSROOM ACTIVITIES

3. ESCAPE THE PLAYHOUSE

With 'Escape the Playhouse,' you can play a real escape room in your classroom! In groups of three or four, your pupils try to be the first to escape from the playhouse in Playroom by solving both digital and physical puzzles.

HOW DO I PLAY ESCAPE THE PLAYROOM WITH MY CLASS?

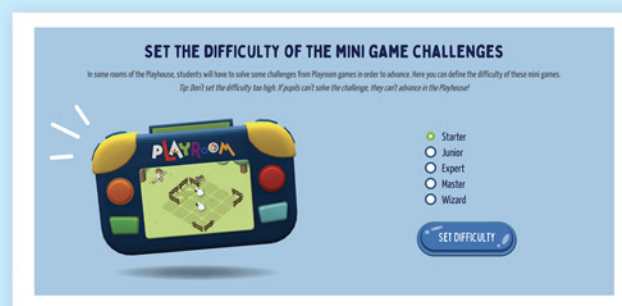
- 1 Click on 'Escape the Playhouse' under the 'My Class' button.



- 2 Download the **hint sheets & puzzles for pupils** by clicking on **DOWNLOAD**

Here you will also find the **guide and solutions for teachers** to help your pupils if needed.

- 3 If desired, you can also **set the difficulty level of the digital mini-games**. Don't make them too difficult, as if pupils fail to complete the mini-game, they won't be able to progress in 'Escape the Playhouse.'



- 4 Divide your class into **groups of three or four pupils**.



- 5 Distribute the pages with hints and have your pupils cut out the paper puzzle pieces with scissors.

- 7 Each group opens Playroom and starts the game by clicking on the playhouse.



The last page of the hint sheets & puzzles for pupils is an origami folding puzzle of our Playroom kitten. They can fold this as a reward for escaping the playhouse. Maybe print one for each child, as they really like to have their own 🐱

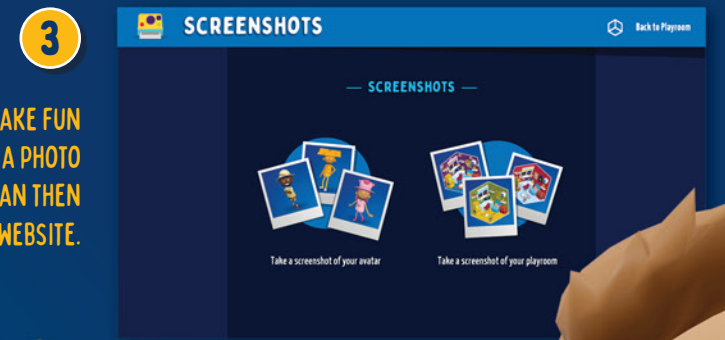
A UNIQUE PLAYROOM AND AVATAR FOR EACH PUPIL

When the children log in to the website or app, they see their very own playroom where their avatar walks around. And there's a lot to experience here! They can earn coins by playing digital SmartGames. With these, they can buy items to decorate their playroom, or clothes and accessories for their avatar. A fun motivation to solve as many clever challenges as possible!



2 BY CLICKING ON THE **RADIO**, YOU CAN TURN THE MUSIC AND SOUND EFFECTS ON AND OFF, AND CHOOSE A DIFFERENT SONG FOR YOUR PLAYROOM.

WITH THE **CAMERA**, YOU CAN TAKE FUN
SELFIES OF YOUR AVATAR OR A PHOTO
OF YOUR PLAYROOM. YOU CAN THEN
DOWNLOAD IT ON THE WEBSITE.



IN THE **DRESSING UP CHEST**, YOU WILL FIND ALL KINDS OF FUN CLOTHES, HAIRSTYLES, AND ACCESSORIES FOR YOUR AVATAR.



WITH THE **PAINT CAN**, YOU CAN COMPLETELY CHANGE THE LOOK OF YOUR PLAYROOM. NEW WALLPAPER, A DIFFERENT FLOOR, A FUNNY POSTER, CUTE CURTAINS, OR A COLORFUL RUG? YOU DECIDE!



SMART GAMES FOR COGNITIVE GROWTH

Just like physical SmartGames, the digital versions are divided into five difficulty levels (Starter, Junior, Expert, Master, Wizard), allowing pupils to develop at their own pace. Each level includes 12 challenges designed to promote logical thinking, memory, and problem-solving skills.

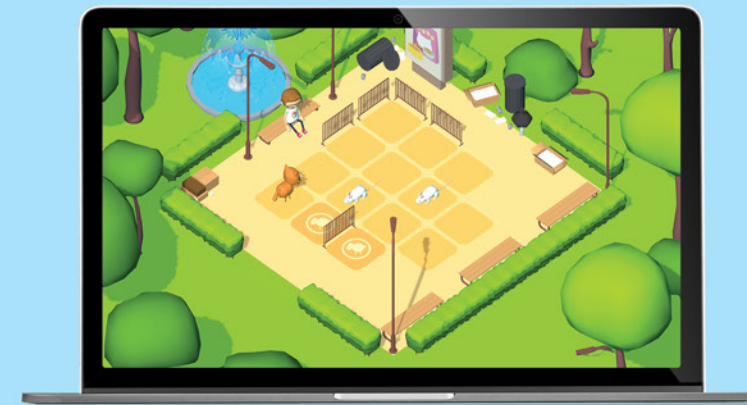


PROGRESSIVE CHALLENGES FROM EYFS (4 YEARS) TO POST 16 (16 YEARS PLUS)

THE GRADED LEVELS ALLOW CHILDREN TO INCREASE DIFFICULTY AT THEIR OWN PACE, GRADUALLY IMPROVING THEIR SELF-CONFIDENCE



SINGLE-PLAYER GAMES



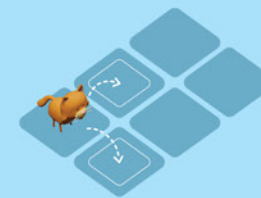
DREAM KITTEN



In Dream Kitten, you control a cat who dreams she is a shepherd dog. Help her lead mice, sheep, fish, penguins, and elephants back to their place.

SUITABLE FOR: KS1 (STARTER) TO KS4 (WIZARD)
PROMOTES: SPATIAL INSIGHT, PLANNING, PROBLEM SOLVING, CONCENTRATION, LOGICAL THINKING, MEMORY

HOW TO PLAY



1
Make the cat jump across the game board by clicking on the highlighted squares. The cat can only move one square at a time.



2
When the cat jumps to a square next to another animal, that animal moves away from the cat. Mice, for example, jump one square further. In later levels, animals also jump over fences... Discover for yourself what each animal does as you play!



3
Guide all the animals to a goal square to solve the challenge.

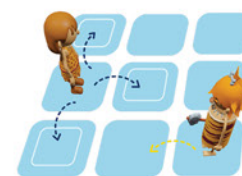
HISTORY ATTACKS!

In History Attacks, you're trapped in a history book and must escape from mazes filled with angry cavemen, mummies, pharaohs, Roman soldiers, and knights.

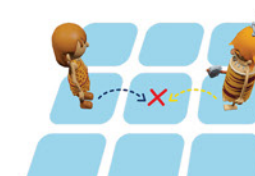
SUITABLE FOR: KS1 (STARTER) TO KS3 (WIZARD)
PROMOTES: PLANNING, PROBLEM SOLVING, SPATIAL INSIGHT, CONCENTRATION, LOGICAL THINKING, MEMORY, SEQUENCING



HOW TO PLAY



1
Move your avatar across the game board by clicking on the highlighted squares. The avatar takes one step at a time (but cannot move back to the left). For each step your avatar takes, the enemies also move one step to the left.



2
If you move your avatar to the same square where the enemy will move, you lose and have to start over. Be careful, because the enemies always reappear on the right when they leave the game board on the left!



3
You have solved the challenge when your avatar reaches the 'exit,' all the way to the right next to the game board.

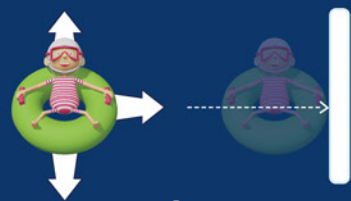
GETTING STARTED WITH SMARTGAMES PLAYROOM AS A PUPIL

In Bump'In, you must slide an avatar to the whirlpool with a limited number of moves. Easier said than done, because the floaties keep sliding until they bump into something...

SUITABLE FOR: KS1 (STARTER) TO POST 16 (WIZARD)
PROMOTES: SPATIAL INSIGHT, PLANNING, PROBLEM SOLVING, LOGICAL THINKING, CONCENTRATION



HOW TO PLAY



1
Move your avatar in the direction of the arrows you see around the float. The avatar slides until it hits something (or another avatar).



2
Think carefully about your moves, as you only have a limited number (see the top left corner of the screen).



3
The avatar must land exactly on the whirlpool to solve the challenge. If there are multiple avatars, you need to guide one of them to the whirlpool (you can select a different avatar by clicking on it).



Think like a computer and guide your robots with the right combination of commands to an ingredient you need to prepare a true gourmet dish.

SUITABLE FOR: KS1 (STARTER) TO KS3 (WIZARD)
PROMOTES: COMPUTATIONAL THINKING, SEQUENCING, PLANNING, PROBLEM SOLVING, LOGICAL THINKING

SINGLE-PLAYER GAMES



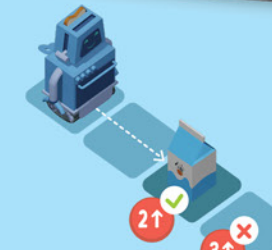
HOW TO PLAY



1
Use the control buttons at the bottom of the screen to program your robot. You can only use each button once (sometimes you don't need to use all the buttons).



2
To move the robot in the right direction, you need to think from the robot's perspective. The robot makes one move per button pressed and stops moving if it encounters an obstacle.



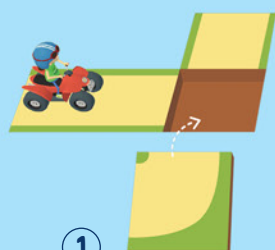
3
Try to guide the robot to the target square by pressing the correct combination of buttons. The robot must land exactly on this square to collect the ingredient!



In Quad Puzzler, you need to fix the holes in the road before your avatar drives over them with their quad. Thinking carefully and acting quickly is key!

SUITABLE FOR: RECEPTION (STARTER) TO KS2 (WIZARD)
PROMOTES: SPATIAL INSIGHT, PLANNING, VISUAL PERCEPTION, PROBLEM SOLVING, CONCENTRATION, LOGICAL THINKING, SPEED OF THOUGHT

HOW TO PLAY



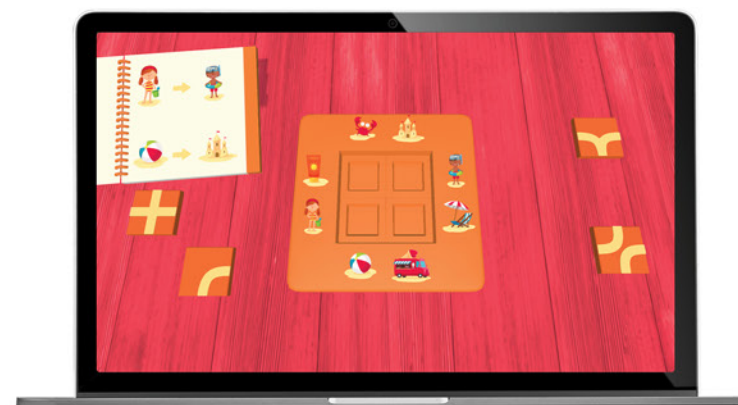
1
Fix the holes in the road! Click on the piece (at the bottom) you want to use, then click on the hole in the road where you want to place it. Click on a piece again to rotate it.



2
Once you place a piece on the road, the quad starts driving. You must ensure there is always a piece of road (placed correctly) ready for the quad to drive over.



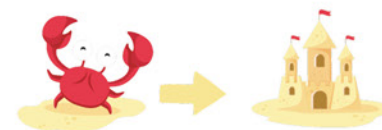
3
Complete the road so the quad reaches its destination. Tip: you can reuse the pieces as many times as you like!



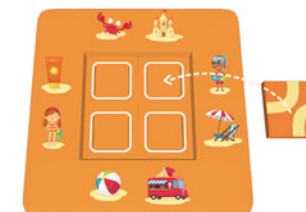
GoGetter is the digital version of the very first physical SmartGame. In this game, you need to place all the pieces back into the puzzle, create a path between the figures, and ensure that the roads align properly.

SUITABLE FOR: KS2 (STARTER) TO KS4 (WIZARD)
PROMOTES: SPATIAL INSIGHT, VISUAL PERCEPTION, PLANNING, PROBLEM SOLVING, LOGICAL THINKING

HOW TO PLAY



1
Look closely at the task in the top left corner of the screen, shown in the booklet. You can click on the booklet to enlarge it. Your goal is to create a path between these figures.



2
Place a puzzle piece on the game board by dragging it. Click on a puzzle piece to rotate it.



3
The challenge is solved when you have created the path according to the task and all the puzzle pieces are placed on the game board, with all the roads aligning properly.

GETTING STARTED WITH SMARTGAMES PLAYROOM AS A PUPIL



In Gems, you need to lead two miners to the correct square. One jumps two squares forward, while the other can push rocks.

SUITABLE FOR: KS1 (STARTER) TO KS3 (WIZARD)
PROMOTES: SPATIAL INSIGHT, PLANNING, PROBLEM SOLVING, LOGICAL THINKING

HOW TO PLAY



1

The yellow miner jumps two squares forward and can jump over lava. Click on the miner and then on a highlighted square to move.



2

The red miner moves one square forward and can push a rock one square further. Click on the miner and then on a highlighted square to move.



3

Try to get both miners to their target square. In a challenge (from junior level) where they are both involved, you may need to think carefully about which one should reach their target square first.

From junior levels, you will need to have the miners help each other. Discover through play how they can cooperate by placing them next to each other.

SINGLE-PLAYER GAMES



FIREFIGHTER PHIL

Rescue your avatar from a burning building by leading the firefighter to them. The firefighter often has only one extinguisher, so think carefully about which path you guide them on.

SUITABLE FOR: KS1 (STARTER) TO KS2 (WIZARD)
PROMOTES: MEMORY, PLANNING, LOGICAL THINKING, PROBLEM SOLVING, SPATIAL INSIGHT

HOW TO PLAY



1

Move the firefighter by clicking in a horizontal or vertical direction (for a ladder).



2

The building has a front and a back. You can move to the other side by clicking at the far left or right of the building. You can also always view the other side with this button:



3

In most cases, you will need to extinguish a fire to proceed. Click on the fire next to you if you want to put it out. Be careful: you only have 1 extinguisher to put out 1 fire. Try to make your way to the avatar!



Drag your lifeboats strategically to rescue all the flies from the soup.

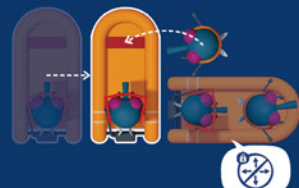
SUITABLE FOR: KS1 (STARTER) TO KS3 (WIZARD)
PROMOTES: SPATIAL INSIGHT, PLANNING, SEQUENCING, LOGICAL THINKING, MEMORY, PROBLEM SOLVING

HOW TO PLAY



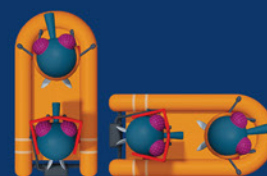
1

Select a lifeboat by clicking on it. Move the boat (horizontally or vertically) by clicking on a highlighted square. You can move across multiple squares at once.



2

If you move to an empty seat next to a fly in need, it will automatically jump in. If there are two flies for one seat, you must choose which one to rescue first. If all seats in a boat are occupied, you can no longer move it!



3

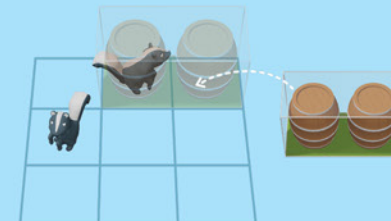
You have solved the challenge when all the flies are saved.



In Catch the Skunk, you need to place the puzzle pieces on the game board while making sure all the skunks are trapped, but no other figures.

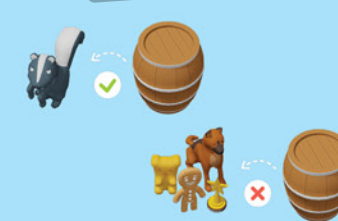
SUITABLE FOR: KS1 (STARTER) TO KS3 (WIZARD)
PROMOTES: SPATIAL INSIGHT, LOGICAL THINKING, PLANNING, PROBLEM SOLVING

HOW TO PLAY



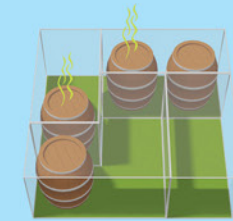
1

Try to fit all the puzzle pieces onto the game board by dragging them. You can rotate the pieces by clicking on them.



2

Make sure each skunk is under a container. All other items on the game board (dogs, gingerbread men, gummy bears, and trophies) must not be under a container.



3

The challenge is solved when all puzzle pieces are correctly placed on the game board, all skunks are captured, and the other items are not.

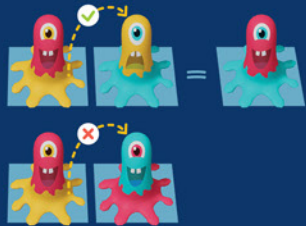
GETTING STARTED WITH SMARTGAMES PLAYROOM AS A PUPIL

Help! Paint Monsters! And they're making a mess! Fortunately, you can help by strategically making them jump on top of each other in the hope that they absorb each other. Can you ensure that only one is left? Make the right color combination and restore order to this paint chaos!

SUITABLE FOR: KS1 (STARTER) TO KS4 (WIZARD)
PROMOTES: SPATIAL INSIGHT, PLANNING, LOGICAL THINKING, PROBLEM SOLVING, MEMORY

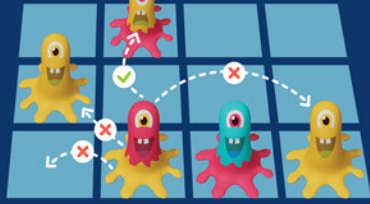


HOW TO PLAY



1

Click on a paint monster that you want to make jump. Then click on another monster that has the same color at the top as the selected paint monster at the bottom. After the jump, the paint monster will take the bottom color of the monster it jumped onto.



2

A monster can only jump horizontally and vertically. Diagonal jumps and jumping over another monster are not possible. Jumping to an empty tile is also not allowed. However, you can jump over multiple empty tiles to land on another monster.



3

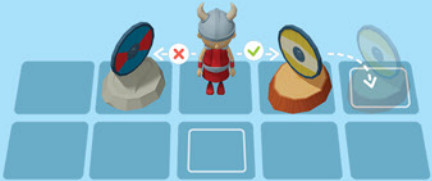
You have solved the challenge when only 1 paint monster remains at the end.



Have you ever wanted to help a dragon? In Dragons, you guide 5 dragons, each with their own power, through all the levels! Move and rotate the shields in the right way and send the dragon power to the finish. In no time, you'll have wind, water, fire, snow, and lightning!

SUITABLE FOR: KS1 (STARTER) TO KS3 (WIZARD)
PROMOTES: SPATIAL INSIGHT, PLANNING, LOGICAL THINKING, PROBLEM SOLVING

HOW TO PLAY



1

Move your avatar across the game board by clicking on the highlighted tiles. If your avatar is next to a shield on a wooden block, you can move it (by clicking on the tile next to it). A shield on a stone block cannot be moved.



2

If your avatar is next to a shield that is placed on a wooden or stone block, you can also rotate the shield by clicking on the avatar's tile. A shield fixed on a wooden block cannot be rotated.



3

Move and rotate the shields so that the dragon's beam reaches the destination. Be careful not to get the avatar stuck in a tangle of beams!



WELL DONE!

We believe it's important for children to feel capable of taking on as many challenges as possible and reaching their goal. By playing with digital SmartGames, children enhance their cognitive and social skills in a fun way. To encourage them, they receive fun rewards upon completing a task.



STARS

Depending on how many moves and how much time the children take to solve the challenge, they earn 1, 2, or 3 stars. This can motivate them to improve and possibly solve the challenge again (faster or with fewer moves).

COINS

For every challenge they solve, children also earn a number of coins. They can use these to buy decorations for their Playroom, or clothing and accessories for their avatar.

UNLOCKED ITEMS

Every third challenge, children also unlock an item that becomes available for purchase. This way, they can win exclusive items for their Playroom or avatar, themed around that game.

EVEN MORE FUN WITH TWO

There are also digital SmartGames for two players playing on the same device.
Who will you challenge to a game?

TWO-PLAYER GAMES



Chess FC is an exciting combination of soccer and chess. Players must try to get the ball into the opponent's goal first, using their chess pieces.

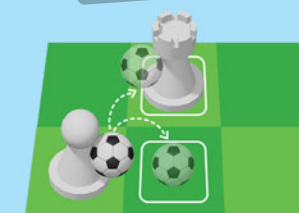
SUITABLE FOR: KS1 TO POST 16
PROMOTES: PLANNING, PROBLEM SOLVING, LOGICAL THINKING, FLEXIBLE THINKING

HOW TO PLAY



1

Select a chess piece of your color and move it to one of the highlighted squares (following the rules of chess).



2

If you want to make a move with a chess piece that has the ball, only the ball will move. This way, you can also pass the ball to another chess piece.



3

You win the game if you are the first to get the ball into the opponent's goal.



In CubeClash, players take turns placing a block of their color on a 3D cube. After each move, the indicated section of the cube rotates 90° (short arrow) or 180° (long arrow). The first player to complete a row or diagonal with their color wins.

SUITABLE FOR: KS1 TO POST 16
PROMOTES: SPATIAL INSIGHT, PLANNING, LOGICAL THINKING, FLEXIBLE THINKING

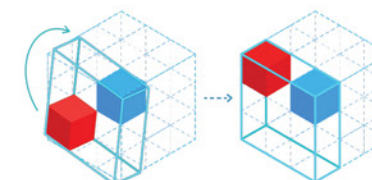


HOW TO PLAY



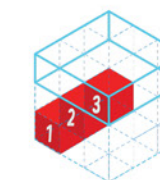
1

Click on an empty 3D square of the cube (and confirm on touchscreen) to place a block of your color. You can rotate the cube (to view all sides) by right-clicking and dragging or by swiping with two fingers.



2

After each move, a part of the cube will rotate (indicated by the blue border). The length of the blue arrow shows whether the part of the cube will rotate 90° or 180°.



3

You win the game if you are the first to create a row of 3 blocks (either horizontally or diagonally) in your color, after the cube has been rotated.



COMING SOON TO SMARTGAMES PLAYROOM

We are aware of the constantly evolving technology and the importance of continuous innovation. That's why we regularly update SmartGames Playroom with new games, features, and improvements to ensure that our offerings continue to meet the educational needs of children and teachers.

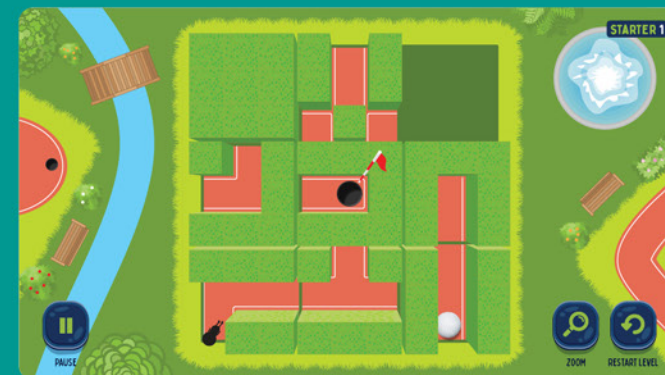
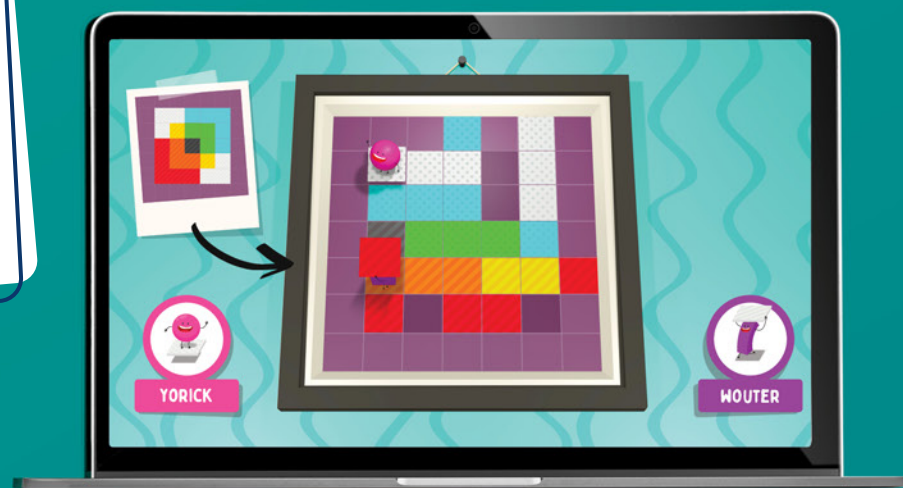


CREATE YOUR OWN CHALLENGES WITH PLAYROOM BUILDER

Children will soon be able to create and share SmartGames challenges for their favorite game in 'Playroom Builder'!

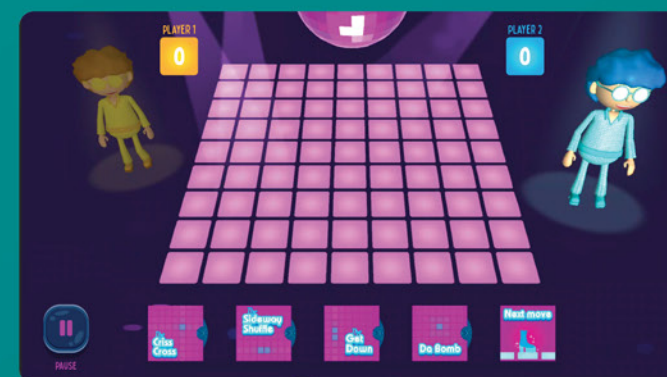
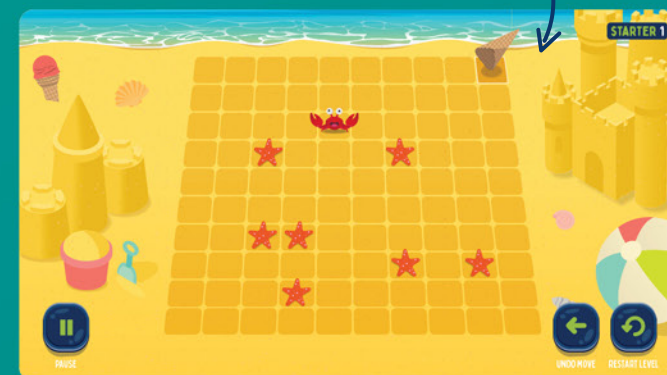
COLLABORATING IN COOPERATIVE GAMES

Here, 2 players will need to collaborate, plan, and think logically to find the correct solution.



EVERY YEAR, A STACK OF NEW GAMES

In addition to the 14 games already available in SmartGames Playroom, a couple of new games are added each year. This way, there will always be a new smart challenge for your pupils to discover!



"SmartGames Playroom definitely has applications inside of the classroom. The games are easy to understand, but hard to master, much like the physical games that they produce. I can see myself recommending this platform for my teachers in the future, when they have some free time that they'd like to reward the kids with!"

Alexandra

"FINALLY A SIMPLE YET EDUCATIONAL GAME PLATFORM THAT YOU DON'T HAVE TO WORRY ABOUT YOUR KIDS PLAYING."

Karen

"I love how this resource will help my students apply their math and logic skills in a fun way, and also teach them the basics on how to use a computer! I've been looking for more digital resources to put the Tech in STEAM. This is definitely one I'm keeping!"

Haylee

WHAT OTHER TEACHERS HAD TO SAY ABOUT SMARTGAMES PLAYROOM

"MY STUDENTS LOVE SMARTGAMES PLAYROOM! THEY FEEL CHALLENGED AND ARE DEFINITELY ENGAGED AND EXCITED WITH EACH OF THE DIFFERENT GAMES."

Debbie

"If you like the physical games from SmartGames you will like this too! I love that you earn coins for solving challenges which you can use to customize your avatar and room. It really sets Playroom apart from other programs."

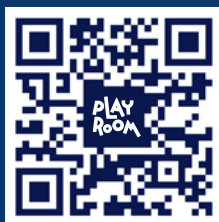
Megan

"THIS IS SUCH AN AWESOME TOOL FOR TEACHERS! I LOVE BEING ABLE TO ALLOW MY STUDENTS TO PLAY FUN GAMES, BUT IT'S EVEN BETTER WHEN IT CHALLENGES THEIR BRAINS!"

Catherine

"KIDS LOVE DIGITAL GAMES. PARENTS LOVE LEARNING GAMES. THIS IS THE PERFECT BALANCE BETWEEN THE TWO!"

Angela



START YOUR **FREE TRIAL** NOW ON

PLAYROOM.SMARTGAMES.COM