# **Core Skills Analysis**

# Mathematics

- The student can enhance their understanding of speed and distance calculations through observing how the character accelerates and decelerates in the game.
- By collecting coins and power-ups, the student can practice basic addition and multiplication skills in a fun and motivating way.
- The concept of patterns can be reinforced as the student navigates through different levels with varying obstacles and layouts.
- Understanding probability can be improved as the student learns to anticipate and react to different challenges randomly presented in the game.

# English

- Reading comprehension is exercised as the student follows instructions given at the beginning of the game and during gameplay.
- Vocabulary expansion occurs through exposure to new words like 'boosters,' 'obstacles,' and 'missions' within the game environment.
- Writing skills can be practiced by creating short stories or descriptions inspired by the character's adventures in different environments within the game.
- Grammar concepts such as sentence structure and tense usage are reinforced through dialogues and texts encountered in the game.

# Strategy

- Critical thinking skills are honed as the student strategizes on how to maneuver the character to avoid obstacles and collect rewards efficiently.
- Problem-solving abilities are developed as the student encounters new challenges that require quick decision-making to progress in the game.
- Planning and organization skills are practiced as the student sets goals for achieving higher scores and unlocking new features in the game.
- Resource management concepts can be understood through the strategic use of power-ups and coins to maximize the game's progress.

# Tips

To further develop skills through 'Subway Surfer,' encourage the student to track their progress by recording scores and identifying areas for improvement. Additionally, suggest creating a story or drawing based on their in-game experiences to stimulate creativity. Implementing time limits for gameplay can help in balancing leisure with other educational activities, promoting discipline and time management skills.

# **Book Recommendations**

- <u>Billie B Brown: The Best Project</u> by Sally Rippin: Join Billie B Brown and her friends in a fun adventure where problem-solving and teamwork are key to their success.
- <u>National Geographic Kids: Just Joking!</u> by National Geographic Kids: A collection of jokes and riddles to entertain and expand the vocabulary of young readers, making learning language more engaging.
- Zero the Hero by Joan Holub: A math-themed story following Zero's journey to discover his value, introducing mathematical concepts in a delightful narrative.