

## Core Skills Analysis

### Science

- Sarah developed an understanding of wolf ecology by simulating how wolves interact with their environment and other animals within the game.
- She learned about predator-prey relationships and the importance of hunting strategies for survival in the wild.
- The activity introduced concepts related to habitats, territorial behavior, and the challenges wild animals face, enhancing her knowledge of animal behavior.
- Through in-game decision-making, she explored cause-and-effect relationships in ecosystems, such as how population balance affects food availability.

### Critical Thinking and Problem Solving

- Sarah practiced strategic thinking by planning hunting routes and choosing the best times to hunt within the game environment.
- She developed problem-solving skills by adapting to changing situations like evading dangers and managing limited resources to survive.
- The game encouraged her to analyze feedback from her actions and to adjust tactics accordingly to achieve goals.
- She strengthened her ability to make decisions based on observation and logical reasoning throughout the gameplay.

### Technology and Digital Literacy

- Sarah gained familiarity with navigating digital interfaces and responding to in-game prompts effectively.
- She enhanced her hand-eye coordination and multitasking by controlling the character through a complex virtual environment.
- The game exposed her to digital storytelling and simulation-based learning, building comfort with interactive educational tools.
- She learned to recognize patterns and sequences critical for progressing in the game, supporting cognitive processing skills.

### Tips

To further develop Sarah's understanding of science, especially ecology and animal behavior, consider lesson plans including nature walks with observation journals, studying local wildlife habitats, and watching documentaries about wolves and predator-prey dynamics. For critical thinking enhancement, activities such as logic puzzles, strategy board games, or scenario-based problem-solving tasks can be incorporated. To expand her digital literacy, encourage coding basics with kid-friendly platforms or creating simple digital presentations about wolves to integrate technology and research skills. These approaches will deepen her engagement and transfer game-based knowledge to real-world contexts.

### Book Recommendations

- [Wolves at Our Door](#) by Nancy Loewen: A vivid exploration of the life of wolves and the challenges they face in the wild, blending factual information with compelling storytelling.
- [Wolf Wilder](#) by Katherine Rundell: An adventurous novel about a girl who saves and trains wild wolves in the snowy Russian wilderness, highlighting themes of survival and friendship.
- [National Geographic Kids: Wolves](#) by Laura Marsh: An engaging nonfiction book packed with photos, facts, and insights about wolves—perfect for curious young minds interested in wildlife.

## Learning Standards

- TEKS Science 4.9 - Organisms and environments: understanding animal behavior and life cycles, as experienced through wolf ecology in the game.
- TEKS Science 5.10 - Organisms and environments: exploring predator-prey relationships and ecosystem interactions aligned with in-game experiences.
- TEKS Technology Applications 5.1 - foundations of digital literacy: navigating digital environments and interactive media as practiced playing the game.
- TEKS English Language Arts 4.11 - Listening and speaking: understanding and responding to digital content enhances receptive and expressive skills.