

## Core Skills Analysis

### Digital Literacy & Critical Thinking

- Ivy learned to navigate and interact within a virtual game environment, specifically Roblox, developing important digital navigation skills.
- By engaging with the game 'Forsaken,' Ivy honed problem-solving abilities by overcoming challenges or puzzles presented in the gameplay.
- She likely developed strategic thinking by planning actions and adapting to game dynamics to progress further.
- Ivy experienced decision making and consequence evaluation as her choices in the game impacted the storyline or outcomes.

### Social & Emotional Development

- Playing a game like 'Forsaken' can foster patience and persistence when facing difficult levels or tasks.
- Ivy may have explored feelings such as excitement or frustration, providing an opportunity to understand and regulate emotions.
- If the game included multiplayer interaction, Ivy practiced communication and collaboration within a digital context.
- The immersive nature of the game could have stimulated creativity and imagination, allowing Ivy to engage in narrative thinking.

### Tips

To further enrich Ivy's learning experience from playing Forsaken on Roblox, encourage her to document her gameplay strategy and story progression through creative writing or a video diary. Introduce discussions about the game's storyline or decision-making moments to foster deeper critical thinking about cause and effect. To develop empathy and perspective-taking, invite Ivy to imagine alternative endings or character motivations. Additionally, balancing screen time with offline puzzles or board games that mimic strategic thinking can strengthen cognitive flexibility and social interaction.

### Book Recommendations

- [Hello Ruby: Adventures in Coding](#) by Linda Liukas: A whimsical introduction to coding concepts and problem-solving for children, inspiring creativity and logical thinking.
- [The Minecraft Guide for Parents, Teachers, and Players](#) by Shaun Hildner: Although focused on Minecraft, this guide helps understand gaming as a learning tool and encourages safe, educational gameplay for kids.
- [Best Friends in the World](#) by Satoshi Kitamura: A story about friendship, cooperation, and understanding feelings, supporting emotional learning related to social games.

### Learning Standards

- Canadian Curriculum: Digital Literacy Grade 4 (Overall Expectation 5) - Using digital tools to gather and organize information.
- Canadian Curriculum: Science and Technology (Understanding Life Systems) - Problem solving and critical thinking.
- Canadian Curriculum: Health and Physical Education (Personal and Social Skills) - Developing emotional regulation and social interaction skills through digital communication.

### Try This Next

- Create a step-by-step map or flowchart of Ivy's progress and strategies in the Forsaken game.

- Write a short story or comic strip imagining new characters or alternative endings to the game's storyline.