

Join the adventure!

Previous compulsory steps / Prior students' knowledge	No
Learning objectives	The sequence proposes to let students know how important it is to keep a candid spirit up while adventuring through a world orchestrated by adult minds and how crucial adventures are for us to sprout and mature, to seek the journeys life offers in order to grow.
Subjects	Writing, communication
Recommended Age	Any age.
Materials needed	Computers
Sequence duration	2 hours
Individual or group activity	Individual or group
Skills developed (after learning objectives)	Storytelling, problem-solving
Price range of the game	14 €
Similar games to use with the approach of the sequence	Life is strange

Inclusion best practices

Silent Sky has several accessibility settings in areas such as visual, audio, text, etc.

Step by step: how to implement the sequence

- **Step 1: Present the game (5 minutes)**

The Silent Sky Part I is an adventure game that tells the intriguing story of a boy that goes to search for his dog and gets lost. It has lovingly crafted graphics, music, sound, and voice acting. Its puzzles fit the context of the narrative. Working together, these elements combine to draw the player into the story.

- **Step 2: How the game is played (10 minutes)**

The player inhabits Sim Miller, a twelve-year-old boy who must find his lost dog, Terri. Success requires him to sneak away from the house without disturbing his parents. This is accomplished using standard point-and-click mechanics.

The game tells a story and gives instructions, but its action is given by the player by using the mouse and clicking on certain objects to generate an action.



Screenshot from Steam: Silent Sky I

- **Step 3: Students play the game (1h30)**

Let your students play the game in pairs. There isn't a wrong way to play it, but they have to use problem-solving skills and intuition to get past the various puzzles scattered across the journey. Brainstorming with the whole class is a good way to get to the solution of the puzzles quicker.

Split the students in teams of 2 or 3 and ask each team to find a difficult situation encountered in the game and transpose it in real life. Ask them to find at least 3 different solutions for that situation.

- **Step 4: Group Discussions and Debrief (15 min)**

In order to test the communication and problem-solving skills acquired by the students, the teacher can guide them in a question-and-answer session:

- Did the ending of the game fulfil your expectations?
- How difficult was it for you to find solutions for the incurred situations?
- Did you follow the game indications?
- Did you enjoy the story of the game?
- How did you act in a strange or difficult situation?
- Do you think it's important to keep a candid spirit up while adventuring through a world orchestrated by adult minds?
- Did you ever have similar adventures?
- Do you think different adventures can help you grow?

References:

Review by Adventuregamers ([Erik Parkin](#), 31 August 2022)

<https://adventuregamers.com/articles/view/the-silent-sky-part-1-the-trust>

Silent Sky Part I Steam (2022)

https://store.steampowered.com/app/1632590/The_Silent_Sky_Part_I/?l=romanian

