

# Whyville's Educational Games

In Whyville the local currency, known as clams, makes our virtual world go round. To earn a clam salary, citizens participate in educational activities and simulation games that cover a range of topics from art and geography to math and science.

We believe that everyone, especially children, learn best by doing, rather than passively reading or listening. Whyville's games are therefore designed to rouse curiosity and foster engagement through active participation and critical thinking. In educational parlance, this is called constructivist, inquiry-based learning. In kid speak, this is "learning while having fun."

Whyville's myriad fun educational activities include:



## The Skater

Teaches angular momentum, while challenging you to answer the question, "How do skaters get spinning so fast?"

## The Spin Game

Extends the Skater activity by addressing the issue of rotational axes and symmetries.

## The House of Illusions

Is an exhibit on visual illusions.



## The Sun Spot Puzzle

Introduces you to the concept that sun rise and sun set times vary according to your latitude.

## Alien Rescue

Takes you around the world, honing your understanding of how the perceived path of the sun changes throughout the year.

## Solstice Safari

Is an extended collaborative activity where citizens team up to collect data, plot graphs, and predict the solstices.



## The Great Balloon Race

Challenges you to navigate the altitudes and analyze vector fields to navigate your hot air balloon.

## Treasure Hunt

Tests your history of knowledge and powers of research to collect coins from exotic locations around the world.



## Mimi's Dance Studio

Is where you go to design a dance using vector arithmetic.

## SmartCars Arena

Is where you can design circuitries to drive robot cars and challenge other citizens to races.

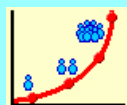


## Geodig

Is a geology game that takes you around the world in search of rocks, fossils, and gems.

## Zero Gravity Chamber

Is part of WASA, Whyville's own version of NASA. Here you learn about angles and the principle of Newton's 3rd Law.



## WhyPox

Is an infectious disease that periodically plagues Whyville. Citizens investigate the parameters of the infection at the CDC.

## Rocket Design Lab

WASA houses simulations of rocket design that allow you to test parameters such as nozzle size and pay load.

## Ion Engine Lab

Also part of WASA, includes 3 games that teach about electric charges and ion engines.



## ArtSets

Is a fast action competitive card game that teaches the art concepts of subject and medium.

## Art Treasure Hunt

Sends you in pursuit of art treasures all over the world and backwards in time.