

Details

Topic: Skills on the virtual space

Age: 9-12

Tupe: Digital game

Context: in classroom

Cost: Free

Language: French

Players: Single player

Developer: DSDEN

Available at: <http://tice45.ac-orleans-tours.fr/php5/amiclik/>

Game strategies

Interactive, culturally relevant methods

Socially responsible

Competences

Autonomous learning skills

Civic mindedness

Respect

Self-efficacy

Valuing cultural diversity

Valuing human dignity and human rights



Description

@miclick's primary ambition is to provide children with a fun way of learning skills and know-how in the virtual world in which they evolve. In this perspective, the game uses certain principles inspired by role-playing games and video games with the aim of optimizing the playful aspect of the objectives to be achieved with children. A succession of missions is to be carried out to navigate a social network in complete safety. These do not necessarily take place continuously and most are divided into 3 modules.