

# Quandary

## Details

Topic: Decision making

Age: 8-16

Time: 60

Type: Digital

Cost: Free

Languages: English/Spanish

Context: in classroom

Players: Single player

Developer: Learning Games Network

## Game strategies

Information on diversity

Interactive, culturally relevant methods

Leadership/governance

## Competences

Analytical and critical thinking skills

Autonomous learning skills

Civic-mindedness

Conflict-resolution skills

Interpersonal sensitivity

Empathy

Reflection



## Description

As the Captain of a new human settlement on Planet Braxos, shape the future of a new civilization while developing ethical reasoning skills. Quandary, the award-winning, nonprofit learning game, has landed on your mobile phone!