



Learning Expertise
And Resources Network

WordMania 3 (ages 11-14)

WordMania encourages pupils to practise their Language skills whilst navigating mazes, on their own, in competition with friends on a school network, or even with other schools via the Internet.

They win points by answering revision questions on Spelling, Punctuation, Grammar and Comprehension, Vocabulary and the Use of English, in order to get past maze obstacles and outwit other players who may unexpectedly get in their way.



With enough points to leave a maze, pupils can enter another, or win bonus points by tackling word puzzles such as Spelling Pong, Deciphering Codes, Crosswords, Sliding Blocks and Grammar Nibbles.

Features

- Monitor pupils from within the game
- Includes a Maze Designer and Custom Question Writer
- Prints worksheets to be completed away from the computer
- Fully configurable - define the topics and puzzles pupils will meet
- Puzzles can be played as independent problem-solving activities
- Quick Start Guide
- Handbook
- Questions, Puzzles & Classroom Guide
- Maze Design sheet
- Customize games to suit different student levels



Maze Menu – the four maze worlds and question categories



A multi-player maze in 'Industrial World'



Decipher – one of the five additional Literacy puzzles