



Education

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Support

Zoombinis in the Classroom

Zoombinis, with twelve math-based logic puzzles, each with four levels of difficulty, can help address and reinforce computational thinking skills such as:

- **Problem decomposition:** Breaking down a complex problem or system into simpler parts or chunks that are easier to understand.
- **Automation:** Predicting or planning a series of ordered steps or sequences for feasible and efficient solutions.
- **Algorithms and procedures:** Identifying and articulating a set of instructions for a specific problem or task.
- **Data representation:** Using and interpreting multiple representations of data or information to organize, make meaning, or solve problems.
- **Abstraction/Formulation:** Identifying and articulating general sets of algorithms (steps or instructions) or procedures that apply to various problem types or conditions (i.e., abstraction or formulation).
- **Generalization:** Applying common algorithms to a variety of problems, forming a solid set of practical approaches to problem solving.

Education providers — schools or after-school programs

Our partners at [FableVision Games](#) offer a web-based classroom version of Zoombinis with classroom management and reporting tools and new educational materials — this is our recommended version for schools:



Zoombinis is also part of Apple's education discount program in the iOS App Store. If your school is signed up for [Apple School Manager](#) your school can get a discount of 50% on twenty copies or more of Zoombinis for iPads. Note this version does not have classroom management or education materials bundled with it — for that see the FableVision Games web-based version above.

Individual caregivers and parents

TERC's Education Gaming Environments Group has made available a limited set of [“how-to” videos](#). Some materials from the original game are available here:



“...in effect we found the ‘game in the math’ rather than putting math in a game.”

– *Chris Hancock and Scot Osterweil, the original co-designers of Zoombinis, 1996*

