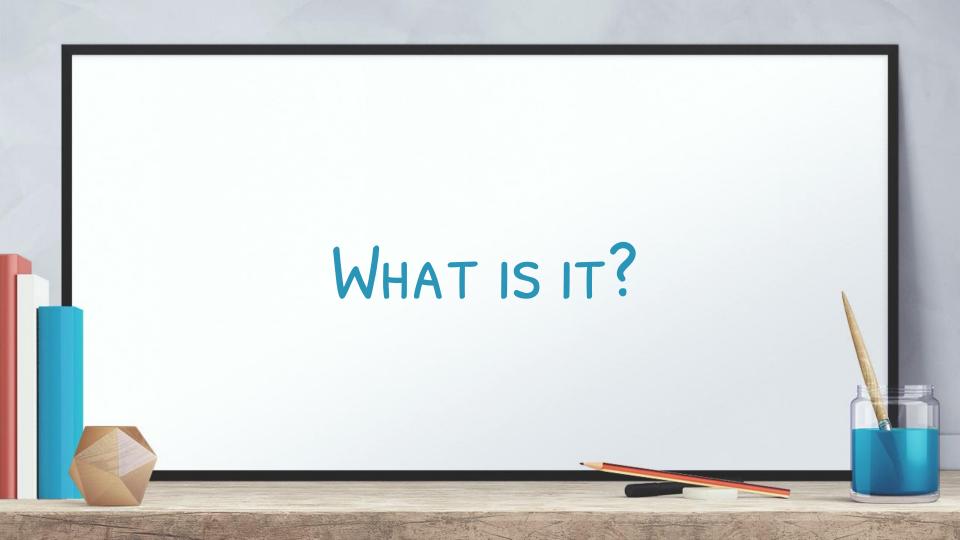
EVERYBODY FITS IN

Producer: Max Blake

<u>Designers:</u> Tim Carbone, Dakota Williams

Artists: Max Laudenslager, Makayla Montes

Programmers: Andrew Rimpici, Alex Hubble



WHAT IS IT?

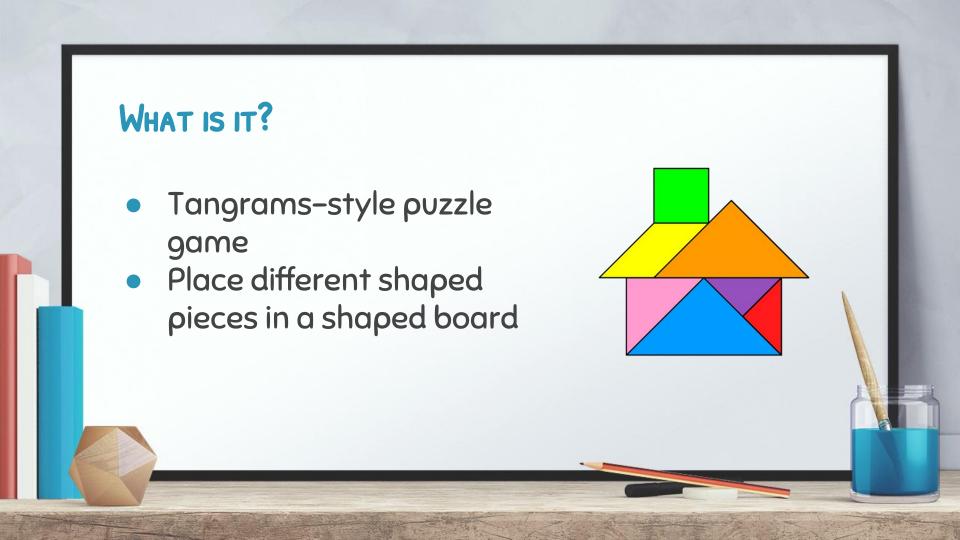
The goal of Everybody Fits In is to teach students that while everyone may be different shapes and sizes, everybody can fit in if they come together.





- Focused on teaching what Autism is and how to respond to it in class
- Meant for use with a lesson plan





WHAT IS IT?

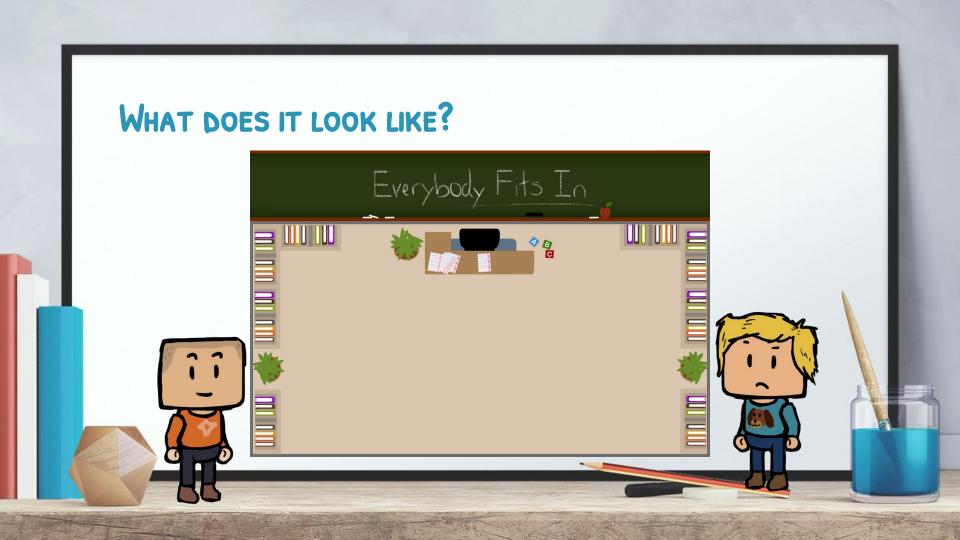
- Pieces represent different students
- Children on the spectrum start alone in the classroom
- Adding pieces to the board is meant to represent including and helping them







Utilizes very colorful and clean shapes throughout both the character and environment art.









- How to recognize it
- What can be done to help someone with it
- How to be accepting of others with differences





WHY SHOULD WE USE IT?

- Kids love games
- Kids learn more from hands-on activities
- The game isn't like a normal educational game where lesson comes before engagement







WHY SHOULD WE USE IT?

- It's an engaging way to introduce the topic
- It starts a conversation that a lesson plan could utilize
- It's a topic that is often hard to describe







