**USER MANUAL FOR TEACHERS**

This is a quick guide for teachers administering Wandering the Woods game. Wandering the woods is not just a simple puzzle game. The goal of the game is for students to work together more and more as the game progresses in difficulty and students mature in age and mental capacity. For K2 levels teachers should pair up students as they see fit. Wandering the Woods beginner difficulty is straightforward teacher intervention is minimal. The students simply have to find each other perhaps suggesting possible moves for their partner to hopefully find the quickest solution. For the 3-5 Difficulty students will have to overcome a slightly harder challenge as the puzzle takes a little longer to solve. The goal of this difficulty is not to overwhelm the student simply show there is more than the level they are used to. For the final level of difficulty the students will be challenged more to solve the puzzle and will have to apply greater communication and problem solving skills. Wandering the woods is mostly meant to entertain and encourage growth at all age levels. Teachers should feel free to maybe provide students with a nudge in the right direction, but it is important to maintain the importance of overcoming problems, students must learn to work together and apply problem solving skills.