

[

Motion Array

]

AE TEMPLATES

STOCK ANIMATIONS

C4D TEMPLATES

STOCK VIDEO

GET UNLIMITED

DOWNLOADS

START DOWNLOADING



Software Electronics Services Mobile Appliances Business Auto Tech Science Tech Video

Software » Education » Educational Games Grades K-3 Review » Crazy Machines 2

Crazy Machines 2

Print/Email

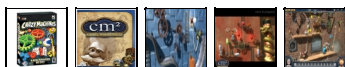
TopTenREVIEWS no longer updates this category and keeps it here for archiving purposes only. It was last updated in November 2012.

Algebra Help

draper.huntingtonhelps.com
Frustrated with Algebra Homework?
Don't wait for the report card.



AdChoices



(View Full Gallery)

Review Specifications Images Side By Side Comparison Learning Center

LIKE OUR REVIEWS? SUPPORT OUR SITE ON FACEBOOK OR GOOGLE PLUS

Like

0

0

Crazy Machines 2 made it into the TopTenREVIEWS educational games ranking despite its somewhat indirect application to education. While this [K-3 educational game](#) does not offer the traditional educational challenges found in the other ranking competitors, it does enhance a number of learning attributes for students. Problem solving, critical thinking and logic-driven activities are an important aspect of succeeding in the educational world, which this software helps build upon. This game offers many "experiments" through which users are presented with a problem or scenario and a handful of items they can piece together to successfully complete the level. The experiments grow increasingly difficult and prove challenging as well as fun for both students and adults alike. We aren't afraid to admit we had the most fun testing this product simply because it's so different from other software products in this category.

[Free K-12 School at Home](#) www.connectionsacademy.com/Utah
Great Teachers - Proven Curriculum. Don't Delay - School is Starting!



Feature Set: **5/10**

AdChoices

Compare

JumpStart	Elementary Advantage	Schooltown	Disney Learning 1st - 2nd Grade Bundle	Crazy Machines 2	Reader Rabbit Reading
8.8	8.8	9.4			
			7.5		

PRE-ORDER NOW!

AS SEEN ON MASHABLE USE TILE + IOS DEVICE AND NEVER LOSE ANYTHING AGAIN!

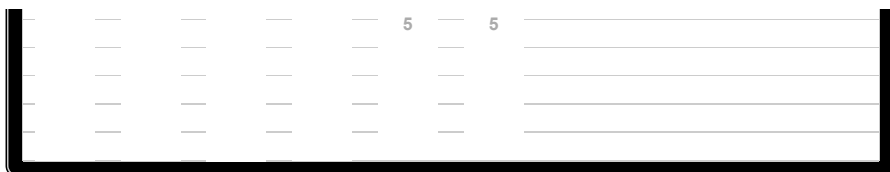
TopTen Product List

See All »

- [JumpStart](#)
- [Elementary Advantage 2011](#)
- [Schooltown](#)
- [Disney Learning 1st - 2nd Grade Bundle](#)
- [Crazy Machines 2](#)

Most Popular Products

- [Best AntiVirus Software](#)
2,858,671 views
- [Video Editing Software](#)
2,704,039 views
- [DVD Copy Software](#)
2,255,755 views
- [Registry Repair Software](#)
1,981,392 views
- [Internet Filter Software](#)
1,924,181 views



Crazy Machines 2 can most closely be categorized as a science game, rather than one of the pure educational games. Science can't simply be relegated to the classroom where students dress up in cool mad scientist lab coats and stoop over beakers while methodically combining chemicals. In this game, we were presented with a scenario and specific objectives to be achieved by the end of the "experiment." The experiment is made up of a complex maze of objects that affected and oftentimes impeded our progress we attempted to get a ball/wheel/item/reaction from Point A to Point B on the map. The game left the outcome of the experiment entirely up to us, which we felt facilitated greater critical thinking and creativity on our part in figuring out a solution. Fuel your students' creativity with:

- Hundreds of new levels to complete
- Dozens of new parts, new pieces, and new contraptions
- An online community where you can compare ideas with other members
- Free-style mode for creating your own contraptions

While there is normally only one way of solving each experiment at first, the scenarios got progressively more difficult and provided us with multiple ways of completing an experiment. This game will not present you with equations or grammar issues typical to most educational games, but poses creative and oftentimes humorous problems to be solved. Much like we were, students will be left to rely upon their own creativity as they come to understand the effects that their changes can make on an experiment's outcome.

Educational Value: 7.5/10

[Compare](#)

Adults may argue that because Crazy Machines 2 does not offer children math equations, grammar quizzes and geography problems, it shouldn't be ranked among the educational games. For the parent that has embraced the digital age we are in, this game teaches valuable lessons with regards to science in a way that is entertaining and engaging to youth. While such lessons are not obviously apparent to the student (which is sometimes better since some students don't enjoy games as much when there's obvious educational value) like some computer games, the lessons taught are more subtle. In testing the game, we'll admit it was much more fun in comparison to other products. Each experiment may not have helped us improve our ability to read or perform multiplication problems as with most educational games, but we noticed it emphasized much more subtle aspects of learning.

Students are exposed to physics, where every item in the puzzle will have its own effect on the situation laid out. If we plugged in a wind turbine to a power source, the fan blades would create wind force. When we placed a blow torch under a water tank, it created steam pressure/power. Creativity is required in order to analyze a situation and note potential issues or solutions. Critical thinking will play a key part to analyzing a scenario. Students will likewise build upon their logical thinking because this game, like many other non-traditional educational games, is based on real-world objects that react to surroundings much like in real life. Well... with the addition of some suspended belief items and effects to make the game more fun and "sciency."

Ease of Use: 7.5/10

[Compare](#)

Crazy Machines 2 has improved upon the original game (Crazy Machines) and has made the interface more user-friendly. A tutorial is provided which spans over 10 experiments. The tutorials do an excellent job of helping users understand the logic behind creating specific effects in an experiment and understanding potential problems that might happen. The game, like most educational games, is very easy to use and involved some amount of trial and error at first for us since we were unfamiliar with the game. If you're afraid of your students being too young to fully understand the game, we've found many reviews on mainstream merchant sites by parents of children as young as six who easily comprehend the game mechanics. While those of us at TopTenREVIEWS can't really compare our level of enjoyment to the entertainment a younger student may derive from educational games, we still had a lot of fun playing (and we got to do it on the clock!).

Kid Appeal: 9.4/10

[Compare](#)

Let's face it, in this period of time students are exposed to computer games (though not educational games) from a relatively young age and are more perceptive regarding technology than they may let on. This has instilled in them a certain proclivity for problem solving and creativity that most traditional educational games do not effectively meet or challenge. We all learn differently and each game entertains a different audience. Crazy Machines 2 breaks the conventional mold and helps students learn through a different medium. What's more, this is a game even adults (including us reviewers at TopTenREVIEWS) can enjoy and feel challenged throughout.

Help & Support: 7.5/10

[Compare](#)

Support for this game is available through the developer's website in the form of both FAQs and email

FOLLOW US ON



support. In addition, when we found ourselves stuck on a level, we were able to find a quick solution on safe community forums from other players who had beaten the level. This provides a good opportunity for group collaboration.

Summary:

Crazy Machines 2 takes a different approach to child education. Rather than the educational games software consisting of a compilation of mini-games with grammar or math problems, this game offered us challenging scenarios through which we were able to cultivate problem solving skills as we learned how simple machinery and power sources work and can affect the course of an experiment. We've never put together a robot before or build a wind turbine to blow a ball into a bucket. Some suspended belief is required for this game, but the emphasis on physics as well as cause and effect make this a valuable purchase. Learning should be fun and challenging, so help your students progress and gain confidence in their learning with this game. At TopTenREVIEWS We Do the Research So You Don't Have To.™

-  Newsletter
-  Staff Index
-  Mobile
-  Contact Us

Site Index

COMPANY	NETWORK	CATEGORIES
Company Info	TopTenREVIEWS	Software
About the Site	Tom's Guide	Electronics
Contact Us	LAPTOP	Services
Advertise with Us	Tom's Hardware	Mobile
Using our Content	BusinessNewsDaily	Appliances
Licensing & Reprints	Tom's IT PRO	Auto Tech
Privacy Policy	SPACE.com	Science Tech
Sitemap	LiveScience	Business
Review Methodology		Careers
		Video

FOLLOW US



JOIN OUR MAILING LIST

enter email here...



TechMedia Network | Intenders

Copyright © 2013 All Rights Reserved.