GRADE 6 AND ABOVE | 45 MINUTES

What gets in the way of an ordinary plan?

A lesson using Witek Adventures

What can make an ordinary plan harder to carry out?

Think of a place, service, or rule that you use in everyday life.

Open the game

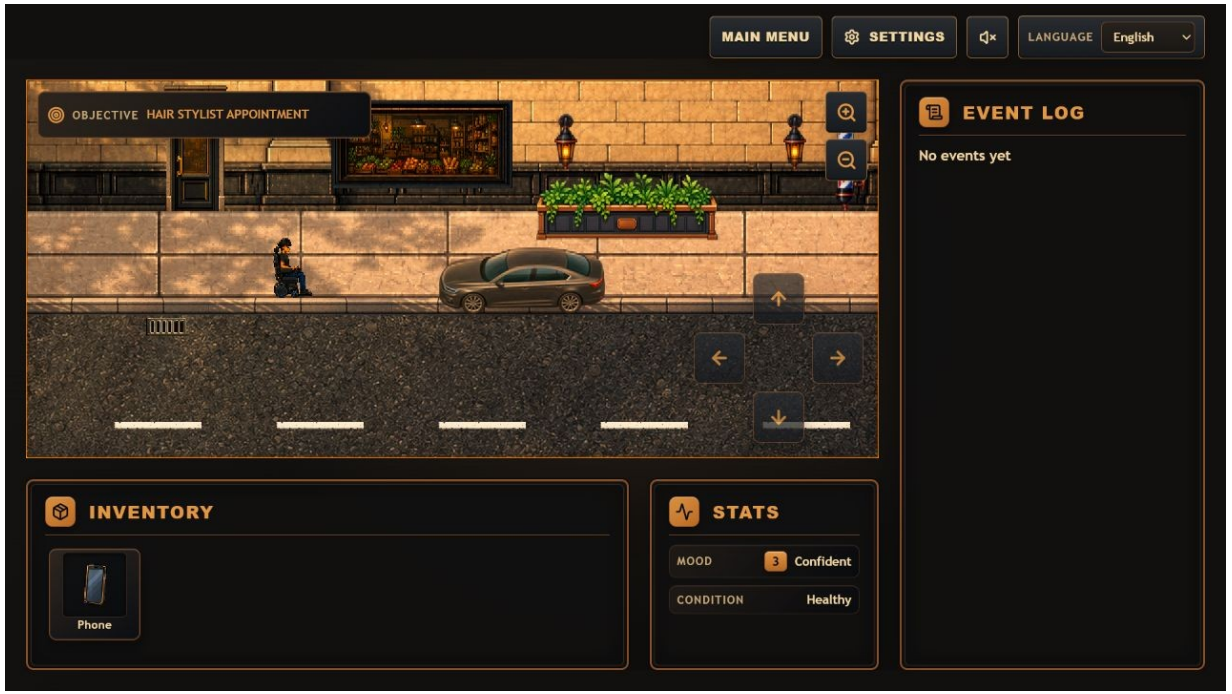
Scan the code or enter:

witekadventures.com/play

Finish the short Hair Stylist Appointment demo, then continue.

After the demo, continue into later stories

You have 20 minutes. You do not need to finish the whole game.



1. What is Witek trying to do?
2. What makes the goal harder?
3. Which choices are available?
4. What changes after each choice?

Keep typed conversations related to the game. Do not enter personal information.

Record three observations

1. A chosen later story
2. Witek's goal and the difficulty
3. One choice and its effect

Let us examine what happened in the game

1. What was Witek trying to do in the chosen story, and what made it harder?

2. Where did the difficulty come from?

3. What were the effects of the available choices?

4. Did the solution remove the problem or only help in this situation?

5. What differed across the stories, and what did they share? What should change, and who can change it?

Reasoning matters more than one agreed answer.

Help in one situation does not always remove the cause

Compare two ways of thinking about a solution.

A workaround

It lets Witek reach the goal this time.

depends on help | may require risk | the problem can return

An accessibility change

It reduces the chance of the same difficulty happening again.

removes the cause | works for the next person | does not require improvising

Where would you place the solution found in the game?

One change that would make this situation easier for the next person is...

Complete the sentence on your worksheet or share it aloud.