



## Game Profile:

**Game Title: We Ski**

**ESRB Rating: E (Everyone)**

**Genre: Sports**

**Grades: K-12**

**Peripheral Combination Required: 1- 4 Wii**

**Remotes and 1- 4 Wii Nunchucks; OR 1- 4 Wii  
Remotes and 1 Wii Balance Board**

**Number of Players: 1- 4 Multiplayer (1 at a time)**

## Game Summary:

We Ski is a skiing/snowboarding simulation game. Players have the option of using either the Wii Remote and Nunchuk controllers, or the Wii Remote and Wii Balance Board for even more realistic skiing and snowboarding. Players stand on the Balance Board and, by distributing their weight and using the Wii Remote and Nunchuk as virtual ski poles, simulate the sport of skiing as accurately as possible. Besides racing, the game also features different modes such as a Ski School, Centipede Races, and Search and Rescue in addition to a Freestyle mode in which up to 4 players may ski and go wherever they want on the slopes.

## Alignment to AASL's Standards for the 21st Century Learner:

- 1.1.2** Use prior and background knowledge of the movements and motions of skiing when using We Ski as a context for learning.
- 2.1.3** Use strategies to draw conclusions from information and apply knowledge to curricular areas, real-world situations, and further investigations.
- 4.1.5** Connect We Ski to interests and previous knowledge of the outdoor activity.

## Alignment to NYS Learning Standards:

- Physical Education Standard 1 Personal Health and Fitness:** Participate in We Ski as a complex physical activity that provides conditioning for each fitness area.
- Physical Education Standard 1 Personal Health and Fitness:** Combine and integrate fundamental movement skills and adjust skiing technique based on the game engine's feedback, including self-assessment.
- ELA Standard 1 Language for Information for Understanding:** Interpret and analyze information from We Ski to make decisions to succeed against the game's engine.

## Possible Curriculum Connections:

*Physical Education (PE)*  
*English Language Arts (ELA)*