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[Press Kit](#)

Two teachers launch free app to help tackle school behavioural issues after successful 51-school pilot

September 10, 2019 – Two teachers have launched LifeGames, a free app designed to address the increasing behavioural issues in UK and Irish schools. It comes after exclusive research revealed an urgent call by teachers for more social skills development in the current education system, and a pilot of the app's activities involving 51 schools received an overwhelmingly positive response.

The free LifeGames app teaches key life and social skills such as empathy, respect, responsibility and effective communication through a collection of 40+ classroom activities and games for three age groups (3-5, 6-9, 10-12). A further 320+ activities and games are accessible via a variety of packages to suit even the most thinly stretched educational budget.

Frustrated by the increased focus on academic achievement at the expense of these essential life skills, and driven by their experiences of teaching children with behavioural issues, teachers Lukarte Turner and Gabriela Andino developed the LifeGames activities to reverse the resultant trend of misbehaviour and social ineptitude and give a helping hand to our already highly stressed teachers.

"LifeGames activities have been created thinking about children, of course," says Lukarte, "but especially thinking about teachers, because they are the ones who told us how much stress they're under and how difficult their job is. LifeGames has been designed with them in mind, to give them some tools to be used as a vital classroom resource, to help students to understand a better way of living, happier, healthier and more connected to each other. Students need to learn more about life and about themselves, and teachers, together with parents, can help them with that. Let's help our kids to be happier and healthier, let's play a better world!"

Initial research by LifeGames revealed that teachers claim empathy is the most lacking of social skills taught in the current education system, with others such as compassion, respect, cooperation and responsibility also mentioned. 87% of teachers surveyed said they were likely to use a product that helped develop these social skills and traits, with 90% saying they'd use it at least once per week.

LifeGames activities were trialled in 51 schools across the UK and Ireland in January 2019, and received an overwhelmingly positive response, with 216 reviews rating the simplicity, popularity and effectiveness of the activities 4 out of 5. Teachers reported that students were motivated and engaged by the activities, felt better able to express themselves, were more respectful of others, and had a greater sense of responsibility after completing the activities.

"One of the problems teachers were telling us was a lack of time," says Lukarte. "We created this app with that in mind. Our activities are very simple, short, easy to use and have proven highly effective."

Activities in the collection include role-playing games that tackle bullying, puzzles that incentivise cooperation, team challenges that promote leadership and responsibility, tasks that foster trust and good communication, group projects that inspire sharing and community thinking. Premium users also get access to a lesson planner to help fit activities around normal class scheduling.

LifeGames is available as a free app from [Google Play](#) and [App Store](#), and also in a large format, illustrated teachers handbook entitled 'Introducing LifeGames - 101 Fun Life Learning Activities for Juniors, available from [Amazon.co.uk](#).

About LifeGames

LifeGames is a new educational publisher that provides teaching resources to schools to improve life, social and awareness skills. Via a downloadable app and introductory book, fun group activities aimed at 3 to 12 year olds teach essential life and social skills such as empathy, respect, cooperation, sharing, trust, resilience, responsibility, and much more through the medium of play.

<https://lifegamesbooks.com>

Sources:

LifeGames survey results:

<https://lifegamesbooks.com/news/2019/07/01/press-kit/>

LifeGames pilot program 2019 results:

<https://lifegamesbooks.com/report/results.cgi>

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