Breakout EDU games require students to utilize their Social Emotional Learning (SEL) skills, as well as Collaboration, Communication, Critical Thinking and Creativity (The 4Cs).

**Self-Awareness**
Students possess self-confidence and willingly put forward potential puzzle solutions. They demonstrate self-efficacy and believe in their ability to complete the challenge.

**Self-Management**
Students demonstrate impulse control and determine when they should step forward and advocate for their ideas or step back and allow others to participate. They track various game elements to make connections to solve complex puzzles.

**Social Awareness**
Students recognize that their peers are likely to have a different perspective on the problem and employ empathy when there is an increased sense of urgency during a game. Students must respect each member of their team and approach all interactions with an open mind.

**Relationship Skills**
Students articulate their ideas clearly and actively listen to the ideas of others. If a conflict arises, students negotiate constructively and work towards a resolution.

**Responsible Decision-Making**
Students identify, analyze, and solve each of the problems they encounter during a game. Through reflection, students evaluate their effectiveness and identify areas of improvement.

**4Cs**

**Communication**
Students contribute unique perspectives, actively listen, consider diverse viewpoints, and build upon others’ ideas. They engage in brainstorming to develop possible solutions.

**Collaboration**
Students work together as a problem-solving team, synthesizing ideas from all members and ensure that all proposed solutions are considered.

**Critical Thinking**
Students analyze each puzzle from different perspectives, make connections, iterate, and persevere until all locks are opened.

**Creativity**
Students apply content knowledge by designing original Breakout EDU games, demonstrating a deep level of mastery.