



Introduction

S.O.R.S. is a sci-fi doctor game inspired by real science. You can use it in your classroom to help teach a wide range of topics including Biology, Physics and Chemistry at GCSE and A-level. [Studies](#) show students using video games in the classroom outperform students not using games in certain conditions.

How *S.O.R.S.* can complement your teaching

The game is designed to help students emotionally engage with topics. Imagine your students as doctors, diagnosing patients and choosing treatments - interpreting scatter graphs, diseases and spectroscopy suddenly become more vivid after playing the game. *S.O.R.S.* is modular so you may choose which levels to use in a lesson. There's also a sci-fi story about an over-populated Earth to keep players engaged on their own.

Below is a sample of what exam specifications are covered.

Game Element	OCR Exam spec (A-level)	Subject(s)
Graphs	1.1.3a, 1.1.4a	Biology, Chemistry, Physics
<i>S.O.R.S.</i> technology	6.5 (Medical Imaging)	Physics
Diseases	F912/916, 3.2.1b/a	Health & Social Care, Advancing Biology
Population	F763, B1	Geography

Learn more

You can download the full education guide and learn more at:

www.sciencegamed.co.uk/games/sors

Read more about us at: www.sciencegamed.co.uk

Download the game demo (PC & Mac) at: <http://richsg.itch.io/sors>