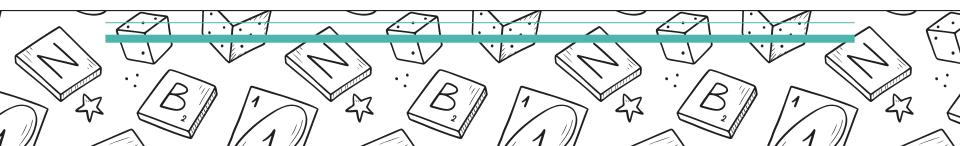


# Board Games as an Educational Tool

**Great Plains Gaming Project** 







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**GPGP** Member

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#### Values

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#### D.I.C.E.

Development, Inclusivity, Community & Enjoyment

To grow a vibrant and inclusive community where board gaming is embraced to foster strong social connections and nurture critical thinking.

Vision

#### Mission

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Building community through board gaming

#### What is a board game you like playing?

Why do you enjoy playing it?

#### **Icebreaker Questions**



#### Why Board Games?



#### Why Play Works by Jill Vialet

"Although [play is] frequently dismissed as frivolous, nothing could be further from the truth. Play is the antidote to disconnection, isolation, fear, distrust, and despair. It can help in mitigating trauma while building the confidence and resilience essential to navigating risk. It is a source of joy that facilitates understanding across difference. It taps our intrinsic motivation, teaches us to deal with the unexpected, and sparks creativity. Play is where we learn the changemaking skills-the everyday, inclusive leadership skills..."

# Terminology

- **Tabletop Game** a game that can be played on a flat surface such as a table
- **Card Game** a game that uses deck(s) of cards without a board
- **Board Game** a game that has a playing board in addition to any other components

We'll use"board game" to discuss all of these.



### **Theme vs. Gameplay**



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#### **Theme vs. Gameplay**



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Each game in this list was selected because they represent a good variety of "beginner" games.

These are meant to be representative of a variety of different styles of play and game mechanics. Most of the games are simpler to learn and easy to teach others.

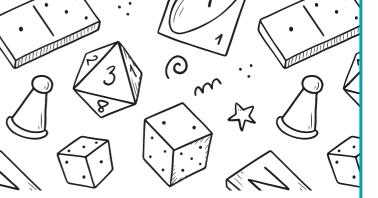
Handouts:

- Quick-Play Guide
- Lesson Plan









## Bananagrams

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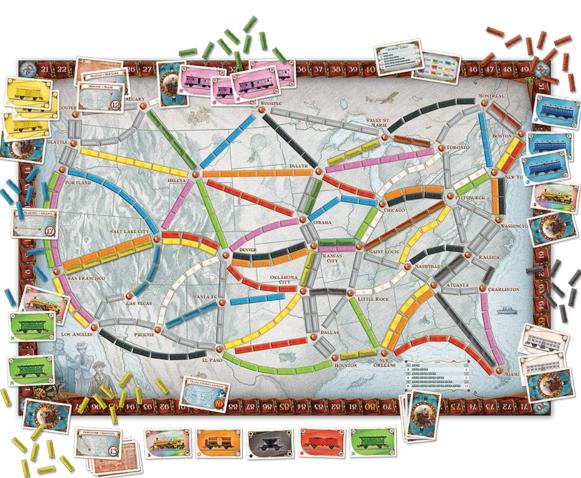
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## Forbidden Island (O) (m) 4

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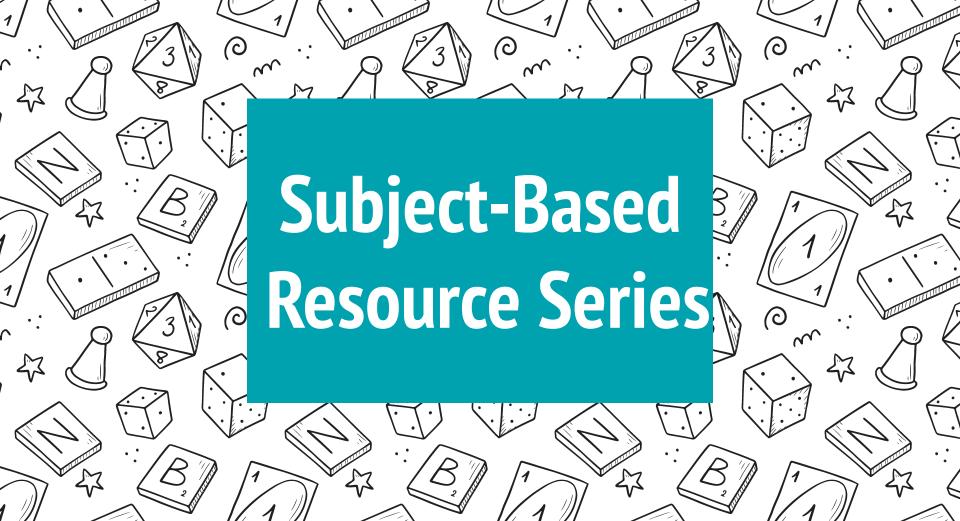
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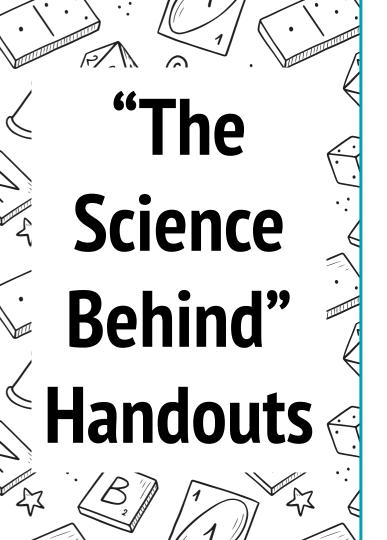












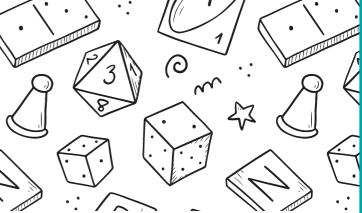
These were created as the first in a subject-based resource series.

Calvert Elementary hosted a Science Night on Fri, Mar 1st and we partnered with them to run a game room.

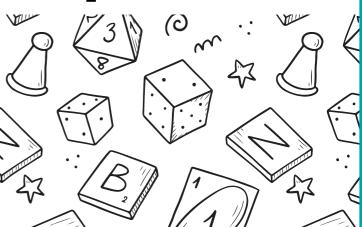
Handouts:

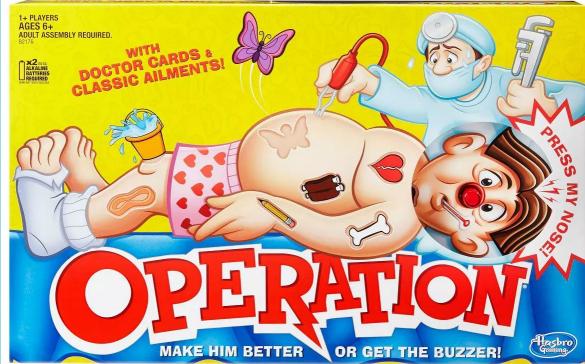
- The Science Behind \_\_\_\_\_
- Science Questions to Ask When Playing \_\_\_\_\_

Coming: ELA, Math, Social Studies, Art

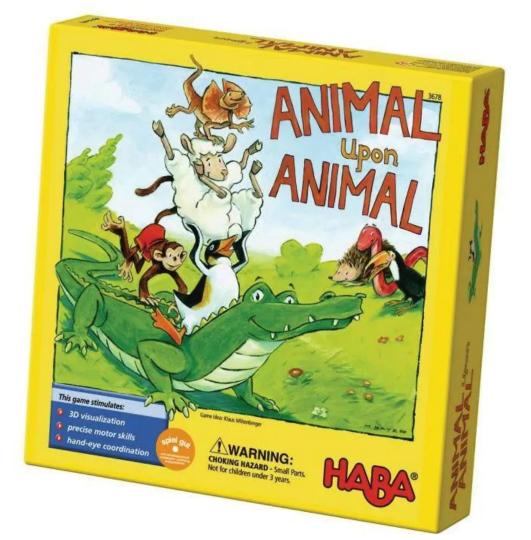


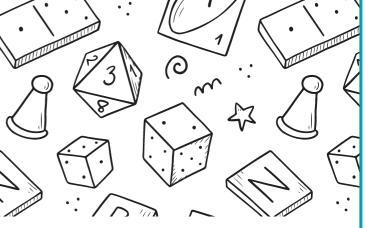
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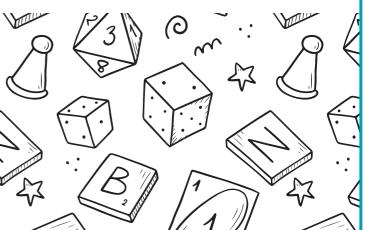


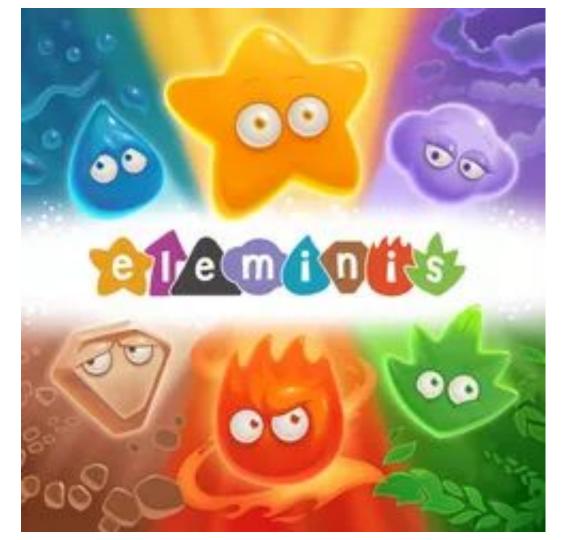






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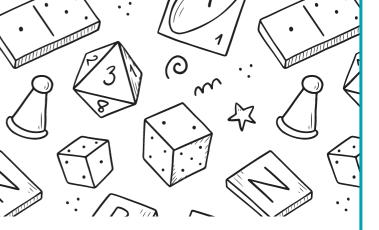
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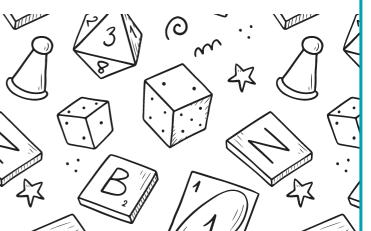
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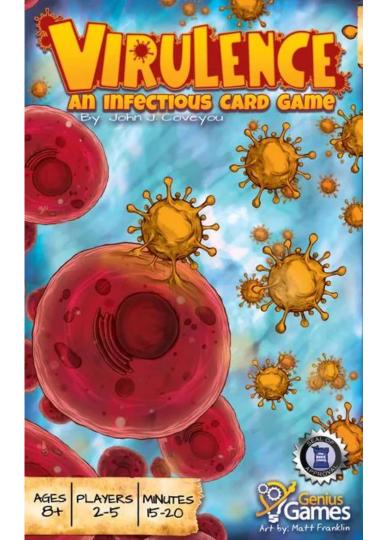
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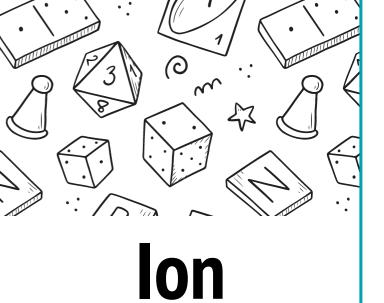
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## Virulence







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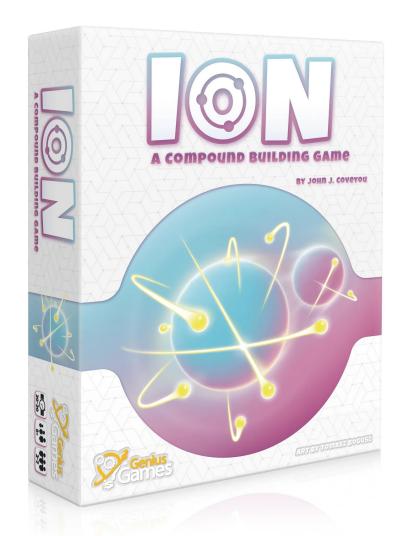
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## **Table Discussions**

- 1. What game do you have?
- 2. What educational concepts can be taught using the game?
- 3. Is that concept supported by the theme, game play, or both?
- 4. What educational situations might you be able to use this game?

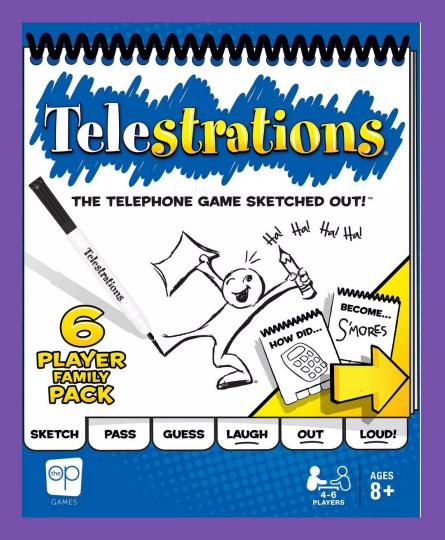


## **Telestrations**

Supplies Needed:

1 piece of paperA writing utensil

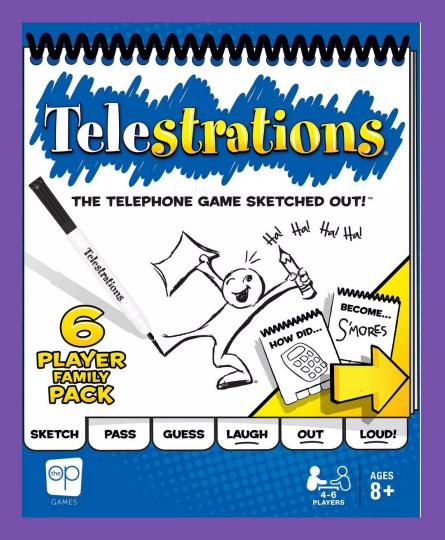
The "Telephone Game" + "Pictionary"



## Telestrations

#### How to Play:

- 1. Write a word/phrase
- 2. Pass the paper
- 3. Draw the word/phrase
- 4. Fold the paper back so only the drawing is showing.
- 5. Pass the paper
- 6. Write a word/phrase based on the drawing.
- 7. Fold the paper back.
- 8. Repeat.



## **Telestrations Discussion**

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