

GAMES GALORE

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CEA Convention

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1. Polar bears around the holes in the ice/ Tanglers/ Stories with Holes
2. Doodads---little gadgets, manipulatives for students to putter with
 - elastic blocks
 - foam blocks
 - kanoodle
 - number puzzles
3. Game etiquette and skills. You need to model this.
 - Dealing
 - Taking turns clockwise
 - Working together as a team
 - More about process than winning
4. Tournaments
 - SET, BLINK, Spot It
5. Dice games---create your own!
 - Use Polar Bears, Farkle, Aces
 - Provide dollar store dice
 - Nice to do before Christmas so students can give games as gifts.
6. Comparisons between games
 - 3 Blokus games
 - HIVE and chess
 - attribute games....BLINK, SET, CrossWise, Qwirkle
7. Put new games out without directions. Let students decide how they would play the game.
8. Want to watch someone play the game?
 - Go to the game website on your sheet or straight to YouTube.
9. Use games in your classroom for differentiation or an anchor activity.
10. I do a family game time twice a year on a Saturday morning, 9:30-noon, in the school library. I provide drinks; families bring "game friendly" (not sticky or chocolatey) snacks to share. This really builds community as well as causing families to purchase games for their own families!
10. Place to purchase:
 - Sandcastle in Holland
 - Schuler's Books in Grand Rapids

The Toy Shelf at Rivertown
Marbles the Brain Store in Chicago area
Barnes and Noble
Amazon.com
MindWare.com