

Using Store-Bought Games

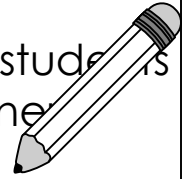
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Grades: K-adult

Subject: Any Subject

Group: various

Materials: purchase an age-appropriate game for your students and add your own question cards and/or modified spinner



Procedure:

Students love playing their favorite games such as checkers or other board games that can be purchased from a store. Include their favorite games in your centers or small group instruction in an educational way.

1. Buy the game you want.
2. Add a way to target a learning objective. For example, add a set of question cards for students to answer before every turn. Or include vocabulary cards for students to identify before every turn. You can even write on the board for students to define the word/answer the equation/identify an example of a term (whatever you choose) when the space is landed on.

- Be sure your students know how to play the game with the normal rules before you add in the learning objective. That will help make sure the group can play the game well and will not need a lot of assistance.



Modifications:

The possibilities are endless. Although trademarked games can't be mentioned here, the classroom can be full of them. Here are some modified game ideas:

- Wooden Tower Game: Write a question on each wooden block. Students must answer it when it is removed from the tower, before adding it to the top.
- Twisted Fact and Opinion: Write "Fact" or "Opinion" in each circle. Spin the spinner to find out which body part to move. Say a sentence for students to determine if the body part should go on a "Fact" circle or on an "Opinion" circle.
- Word Family Checkers: An ending rhyme is written on each square. Students say a word in the word family when they land on each space.
- Geometry Worries: Students pop the bubble to see how many spaces to move. Then they pick up a card with a shape written on it and create the shape with a geoboard.