

# **Brain Games**

**Teacher Name:** Sylvia Jackman

**Class Cost: \$30.00** 

Class Size: 16

Age Served: Orange

Prerequisites (if any):

1) Ability to exhibit mature sportsmanship during game play and after game play

2) Ability to read and follow instructions

3) Willing and open to hearing constructive feedback

4) Willing to work as a team

Class Description: Game play is an integral part of learning, and this class is designed to do just that!

Brain games is designed to foster brain growth around critical thinking. Board games, puzzles, card games, video games, and brain teasers all geared toward exercising and massaging important life skill sets such as team building, problem solving, and strategic thinking will be the main focus of this class.

Examples of games include: Mancala, Quarto, Rainbow Ball, and Magic Ball.

At the start of the semester, students will be allowed to choose their team partner. They should choose wisely – there will be no changing/switching of teammates. Both players will learn how to work together to solve any challenges that the game presents during team games, while also improving their own critical thinking skills when they play each other.

Each week students will play 2-3 games either with their partner (teams of 2) and/or as one team challenging another team.

At the semester mid-point, the students will play an all-class team game challenging the students to expand and broaden the use of their descriptive vocabulary!

During the last six (6) weeks of the semester, teams will be randomly selected, creating an opportunity to learn to work with a new partner and use skills developed/discovered in the first 6 weeks with a new teammate.

## Week 1:

Teams of two selected

Intro to the games and how to rotate

Each team will complete the tutorial of Bi-ped (video game)

NOTE: if we can get Big Brain Academy (video game - each student will take the test -initial assessment)

#### Week 2:

Teams will sign up to play 2-3 card and/or borad games and will have a chance to complete a challange on biped

Two teams of 2 can work on Big Brain (if we can get it)

# Week 3:

Teams will sign up to play 2-3 card and/or borad games and will have a chance to complete a challange on biped

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#### Week 4:

Teams will sign up to play 2-3 card and/or borad games and will have a chance to complete a challange on biped

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## Week 5:

Teams will sign up to play 2-3 card and/or borad games and will have a chance to complete a challange on biped

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#### Week 6:

All class discussion on what each student has learned about themselves, how they think, and how they work as a team, what improvements could be made.

All class team game: Taboo!

Will introduce students to puzzles that are designed to Bend Your Brain!

#### Week 7:

The class will start with a puzzle from the Bend Your Brain book. The Class will work on this together.

Teams will be randomized for the remainder of the semester.

Teams will sign up to play 2-3 card and/or borad games and will have a chance to complete a challange on biped

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## Week 8:

The class will start with a puzzle from the Bend Your Brain book. The Class will work on this together.

Teams will sign up to play 2-3 card and/or borad games and will have a chance to complete a challange on biped

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#### Week 9:

The class will start with a puzzle from the Bend Your Brain book. The Class will work on this together.

Teams will sign up to play 2-3 card and/or borad games and will have a chance to complete a challange on biped

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# Week 10:

The class will start with a puzzle from the Bend Your Brain book. The Class will work on this together. Teams will sign up to play 2-3 card and/or borad games and will have a chance to complete a challange on biped

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#### Week 11:

The class will start with a puzzle from the Bend Your Brain book. The Class will work on this together.

Teams will sign up to play 2-3 card and/or borad games and will have a chance to complete a challange on biped

Two teams of 2 can work on Big Brain (if we can get it)

## **Week 12:**

All class discussion on what each student has learned about themselves, how they think, and how they work as a team, what improvements could be made.

All class team game: Taboo!