

## Barcroft's Game Library

This list includes the games we have housed in our game library. It also includes the suggested age ranges, skills targeted, and guiding questions for each game.

### Adam's Cube

- Grades 3-5
- Develops logical thinking, problem solving, concentration
- Guiding Questions
  - How might you turn, flip, or slide the shape?
  - What might be another way to place the shapes?

### Backgammon

- Grades 3-5
- Develops addition and counting skills, offensive and defensive strategy and mathematical reasoning
- Guiding Questions
  - How does that move help you get closer to getting out? What roll would help you the most right now?
  - If you move \_\_\_\_\_, what risk are you taking?

### Balance Beans

- Grades K-2
- Develops logic, problem solving, and understanding of equality
- Guiding Questions:
  - How many red beans are on the seesaw?
  - How did you decide to balance the seesaw?
  - How do you know it is balanced?

### Block by Block

- Grades 3-5
- Develops spatial problem-solving skills (ability to understand how shapes work together), focus, concentration.
- Guiding Questions
  - How did you decide where to start?
  - Why did you change your thinking on that move?
  - Have you seen this shape anywhere else?

### Boggle

- Grades 3-5
- Develops speed in using spelling patterns, word recognition, and creating words
- Guiding Questions
  - How did you find that word?

- Can you make that word longer?
- What is the longest word you made?

### **Bounce Off**

- Grades 1-5
- Develops hand-eye coordination, observation skills, fine motor skills, and following directions
- Guiding Questions
  - How else might you bounce the ball?
  - How might looking at the card a different way help you?

### **Blokus**

- Grades 2-5
- Develops strategic thinking, decision making, and spatial recognition (flips, slides, rotations)
- Guiding Questions
  - How might you flip/rotate/slide the game piece?
  - How might a different game piece help you?

### **Checkers**

- Grades K-5
- Develops critical thinking skills: making decisions, and using logic to predict how other players will move
- Guiding Questions
  - How did you decide where to move your checker?
  - What move might your opponent make next? Why do you think so?
  - What move might your opponent make in two or three turns? Why do you think so?

### **Chess**

- Grades K-5
- Develops critical thinking skills (making decisions), thinking and mental focus
- Guiding Questions
  - How did you decide where to move your piece?
  - What move might your opponent make next? Why do you think so?
  - What move might your opponent make in two or three turns? Why do you think so?

### **Connect 4**

- Grades K-5
- Develops decision making based on strategy, patterns, and deductive reasoning
- Guiding Questions
  - What is your strategy for getting 4 in a row?

- How did that move help you?
- Is there a way to block your partner from getting 4 in a row?

### **Crazy Old Fish War**

- Grades 2-5
- Develops matching skills, comparing, and taking turns
- Guiding Questions
  - What card could be played to match this card?
  - What might your next move be to help your chance of winning?

### **Farm Bingo**

- Grades PreK-1
- Develops matching skills, taking turns, concentration, and active listening.
- Guiding Questions
  - How do you help your chances of winning?
  - What picture(s) are you hoping are called next? Why?

### **Guess Who**

- Grades K-5
- Engages students in asking questions, using adjectives, and making inferences
- Guiding Questions
  - What describing words can you use for these characters?
  - What are the differences between these characters?

### **Hiho-Cherry-O**

- Grades Pre-K - 1
- Develops fine motor skills and early math skills, such as counting and one-to-one correspondence
- Guiding Questions
  - How many pieces of fruit are in your basket?
  - How many pieces of fruit are left on the tree?

### **Mastermind**

- Grades 3-5
- Develops problem solving and deductive reasoning
- Guiding Questions:
  - What information did you learn from the last turn?
  - What guess might you make next that will give you the most new information?

### **Mental Blox**

- Grades K-5

- Develops matching, problem solving, critical thinking, hand-eye coordination, communication, following directions, and verbal skills
- Guiding Questions
  - What helped you remember the picture on the card? (Game 1 - Look & Build)
  - What describing words helped you describe the picture? (Game 2 - Listen & Build)

### **Mille Borne**

- Grades 3-5
- Develops addition and subtraction skills, decision making, strategy, and teamwork
- Guiding Questions
  - How many miles does your team have?  
How many more miles do you need?
  - What might you do to slow down the other team's progress?

### **Rook**

- Grades 3-5
- Develops decision making, strategy, and teamwork and reinforces addition and multiplication skills
- Guiding Questions
  - What card might you lay down to trump the others?
  - What is the sum of your cards?
  - How could multiplication help you find your total?

### **Rummikub**

- Grades 2-5
- Develops addition and subtraction skills, patterns, planning, concentration, and focus
- Guiding Questions
  - How many more points do you need to lay down your first set of tiles?
  - What tiles might you use to create a run, 3 of a kind, or 4 of a kind?
  - How might moving tiles on the board help you?

### **Rush Hour**

- Grades 3-5
- Develops problem solving, sequential thinking skills (step-by-step thinking)
- Guiding Questions:
  - How did you decide where to start?
  - What move/moves will help you exit and why?

### **Rush Hour Jr.**

- Grades K-2

- Develops problem solving skills, sequential thinking (step-by-step thinking)
- Guiding Questions:
  - How did you decide where to start?
  - How did you determine your next move?
  - What move will help you exit and why?

### **Scrabble**

- Grades 3-5
- Develops knowledge of spelling patterns, word creation, vocabulary and strategy (planning which words will generate the most points)
- Guiding Questions
  - What spelling features could you create with the letters you have?
  - Can you make a word that will give you more points?

### **Scrabble Jr.**

- Grades K-2
- Develops letter identification, phonemic awareness (the ability to hear and use sounds), spelling, and word creation
- Guiding Questions
  - What letters do you have? Where do you see (letter) on the board?
  - How many words did you make?
  - What word families could you use to make a word?

### **Shape by Shape**

- Grades 3-5
- Develops patterns and spatial relationships (ability to understand how shapes work together),
- Guiding Questions
  - How might flipping or turning a shape help?
  - What has helped you get unstuck with other patterns?

### **Shapeometry**

- Grades 2-5
- Develops spatial and abstract reasoning skills, understanding how shapes work together, part-to-whole relationships, and congruency
- Guiding Questions
  - What is your plan to make the same shape?
  - How did you know to revise your plan?
  - How might flipping or turning a shape help?

### **S'Match**

- Grades K-2

- Develops matching skills, identifying similarities and differences, sorting, and categorizing
- Guiding Questions
  - Can you match the color, number, or category?
  - What words do you see?

### **Spot it!**

- Develops visual processing skills (speed your brain sees and makes sense of information), naming, matching, and identifying similarities and differences
- Guiding Questions
  - How are your two pictures alike? (Share two or three ideas.)
  - How are your two pictures different?

### **Spot it! - Alphabet**

- Grades PreK-1
- Develops visual processing skills (speed your brain sees and makes sense of information), letter identification, matching, identifying similarities and differences
- Suggested Guiding Questions
  - How are your two pictures alike? (Share two or three ideas.)
  - How are your two pictures different?

### **Spot it! - Alphabet (Planes)**

- Grades PreK-2
- Develops visual processing skills (speed your brain sees and makes sense of information), naming, matching, and identifying similarities and differences
- Suggested Guiding Questions
  - How are your two pictures alike? (Share two or three ideas.)
  - How are your two pictures different?

### **Spot it!, Jr. - Animals**

- Grades PreK-1
- Develops visual processing skills (speed your brain sees and makes sense of information), naming, matching, and identifying similarities and differences
- Suggested Guiding Questions
  - How are your two pictures alike? (Share two or three ideas.)
  - How are your two pictures different?

### **Spot it! - Basic English**

- Grades K-5
- Develops visual processing skills (speed your brain sees and makes sense of information), English sight words, matching, and identifying similarities and differences

- Guiding Questions
  - How are your two pictures alike? (Share two or three ideas.)
  - How are your two pictures different?

### **Spot it! - Numbers**

- Grades PreK-2
- Develops visual processing skills (speed your brain sees and makes sense of information), number and symbol identification, matching, and identifying similarities and differences
- Guiding Questions
  - How are your two pictures alike? (Share two or three ideas.)
  - How are your two pictures different?

### **Spot it! - Basic Spanish**

- Grades K-5
- Develops visual processing skills (speed your brain sees and makes sense of information), Spanish sight words, matching, and identifying similarities and differences
- Guiding Questions
  - How are your two pictures alike? (Share two or three ideas.)
  - How are your two pictures different?

### **Spot it! - Holiday**

- Grades K-5
- Develops visual processing skills (speed your brain sees and makes sense of information), identifying cultural symbols, and matching, identifying similarities and differences
- Guiding Questions
  - How are your two pictures alike? (Share two or three ideas.)
  - How are your two pictures different?

### **Swish**

- Grades 3-5
- Develops identification of colors and patterns, spatial development (how shapes work together), matching, and translations (flip, rotate, slide)
- Guiding Questions:
  - How might you flip/rotate/slide the card?
  - What is another way to look at the card?

### **Swish Jr.**

- Grades k-2
- Develop spatial reasoning, identification of colors, matching, and hand-eye coordination

- Guided Questions:
  - How might you flip/rotate/slide the card?
  - What did you picture in your mind?

### **Toot and Otto:**

- Grades K-2
- Develops letter recognition and decision making skills
- Guiding Questions:
  - Which word are you trying to spell? What letters do you need?
  - What are some different options you have?

### **Toss your Cookies:**

- Grades 1-4
- Develops visual perception (seeing things that are alike and different), taking turns, and matching skills.
- Guiding Questions
  - How many more cookies do you need?
  - What are your different options for this turn?

### **Trouble**

- Grades K-5
- Develops decision-making and counting skills
- Guiding questions
  - If you wanted to send \_\_\_\_\_ back home, what would you need to roll?
  - What are you hoping to roll? Why?
  - What is your strategy to get all of your pieces all the way around the board?

### **Very Silly Sentences**

- Grades K-3
- Develops word recognition, reading comprehension and grammatical knowledge.
- Guiding Questions
  - What makes your sentence funny?
  - Can you find the noun/verb/adjective/etc.?

### **Yahtzee**

- Grades 3-5
- Develops number recognition, addition and multiplication skills, and probability
- Guiding Questions
  - What is the sum of your dice?
  - What equation could you write to describe what you rolled?
  - What numbers are you hoping to roll? Why?

### **Zingo 1-2-3 Number Bingo**



- Grades K-2
- Develops early number sense through numbers and patterns recognition
- Guiding Questions
  - How did you know that \_\_\_\_\_ (number) matched this picture?
  - What does this picture represent?

### **Zingo Original**

- Grades PreK-3
- Develops matching skills, quick thinking, and taking turns
- Guiding Questions
  - How many pairs did you make?
  - What strategy might you use to go faster?
  - What are some words with which you need help?

### **Zingo Sight Words**

- Grades PreK-1
- Develops sight word recognition and automaticity in reading
- Guiding Questions
  - How many of these words do you know?
  - Were there any new words?
  - Can you use (word) in a sentence?

### **Zingo Time Telling**

- Grades K-2
- Develops time-telling by reading hour and minute hands on analog clocks and matching to digital clocks
- Guiding Questions
  - Are those minutes or hours?
  - What strategy did you use to match \_\_\_ minutes/hours?
  - What part of the clock helps you know this?

### **24 Game: Add Subtract 1, 2, 3 Dot**

- Grades 2-3
- Develops mental math (addition and subtraction) and problem-solving skills
- Guiding Questions
  - What equation could represent your thinking?
  - How did you know to add/subtract this number?
  - What strategy did you use to find the solution?

### **24 Game: Single Digits**

- Grades 3-5
- Develops mental math (all operations) and problem-solving skills
- Guiding Questions

- What equation could represent your thinking?
- How did you know to \_\_\_\_\_?
- What strategy did you use to find the solution?