



## Games for Younger Kids

Game	Skill	Notes
Batik for kids	MATH Spatial	2 Players. Drop different shaped fish in a vertical slot. The 1st player to have one stick out loses. Simple but fun, you have to try this one.
Blink	MATH Pattern Matching	Blink is a 2 player speed game. Get rid of your cards 1st by matching #, color, or shape
Catch the Match	MATH Pattern Matching	A speed game for 2-4 players. Flip over two cards full of images and be the 1st to find the one picture that is the same on both.
Froggy Boogie	MATH Memory, Color Match	2-4 players try to be the 1st to hop around the lilly pads. Roll dice and find the matchig frog. Pick the correct eye to move.
Gopher It	MATH Addition	2-4 plays harvest and plant food. Push your luck to choose multiple cards because two of the same and they all go back. 6 of any food = a trophy.
River Crossing Jr.	MATH Logic, Spatial	Brainteaser: move planks between stumps to cross the river. This is an easier version for kids.
Rush Hour Jr.	MATH Logic, Spatial	Brainteaser: Maneuver the red car out of a traffic jam by shifting blocking cars out of your way. This is an easier version for kids.
Splash Attack	MATH Pattern Matching	2-4 Players. A speed game. Roll two dice and race to find a fish that matches the color & shape of the spots (circle, square, triangle).
M is for Mouse	READING Letter Sounds	2-4 Players. Match a picture on one card with the 1st letter of the word on a different card. Great for early readers.



## Games for All Ages

Game	Skill	Notes
Batik	MATH Spatial	2 Players. Drop geometric pieces in a vertical slot. The 1st one to have one stick out loses. Simple but fun, you have to try this one.
Cathedral	MATH Spatial	2 Players. Try to get the most buildings onto the playing grid. This is a classic 2 player game that scales well from kindergarten to adult
Cosmic Cows	MATH Probability, Addition	A 2 player yahtzee style game. Try to be the 1st to get 3 cows in your scoring zone.
Katamino	MATH Spatial	1 player. Fit different shaped blocks into a square grid - levels of difficulty can be adjusted for younger/older kids
Number Chase	MATH >, <, Even/Odd, # ranges	2-4 players. Be the 1st to guess a secret number. With each wrong guess you get a clue like: "is it even?", "does it have a 6 in it"?
Pass the Pigs	MATH Addition, Probability	2-4 players. Score by rolling combinations of "pig dice". Roll again to score more, but risk rolling a "pig out" and losing your total.
Rat-a-tat Cat	MATH >, <, Addition (0-9)	2-4 Players. Get the lowest total of 4 cards by swapping new ones in/out. Cards are face down so memory comes into play.
Sherlock	MATH Memory	2-6 players. Our favorite memory game. Remember the position of 8 cards to capture one. Kids are often better than adults!
Shut the Box	MATH Probability, Addition	2 players. Roll 2 dice and flip over #'s from 1 to 10 that add up to the total. Try to flip all #'s.
Tangoes	MATH Spatial	1 player. The classic tangrams puzzle where you make shapes using different geometric forms
Tantrix	MATH Spatial	1 player. Connect a loop using tiles with curved lines. Simple with a few tiles, harder as you add more.
Apples to Apples 7+, 9+	READING critical thinking	3-8 Players race to play the best card from their hand that matches a description. Very funny in large groups.
Cranium Whoonu	READING 1 Word	3-6 Players. Play the card that you think the "judge" will like best (ex: cookies, a circus, swimming, etc.). Players take turns judging.



## Games for Older Kids

Game	Skill	Notes
Blokus	MATH Spatial	2-4 Players. Try to place all your geometric pieces on the board while blocking your opponents
Cowabunga	MATH Addition	2-4 Players add and subtract to surf up and down waves. Don't hit an obstacle or you'll wipe out.
Dead Man's Treasure	MATH Addition, Crit Thinking	3-5 Players. Play pirate cards numbered 1-9 on different islands to capture treasure. Whoever has the most pirate pts gets to pick first.
Equate	MATH +, -, X, Div	Equate plays like scrabble with numbers and operators on the tiles. Form equations to get points.
King of the Beasts	MATH Graphing	2-5 players. Vote for which animal you want to be king. To vote you need to add cards to the graph and also to your score pile.
Knights of Charlemagne	MATH Counting, >	2-4 players. A great, quick-playing strategy game. Cards can be played according to color or number. A majority of any type will score.
Ligretto	MATH Pattern Matching	A fun, loud speed game for groups. Plays like multi-player solitaire. Get rid of your cards 1st by playing on common piles in the middle.
Lost Cities	MATH Addition (up to 20)	An excellent 2 player game. Play on 5 different stacks. Once you commit to a stack you must get > 20 pts or go negative.
Mastermind	MATH Logic	2 players. A classic game where you try to deduce your opponents secret code.
No Thanks	MATH Sequences, Addition	2-4 players. Get the low score by bidding on cards from 1-35. Don't get stuck with high numbers. Sequences help your score.
Pickomino	MATH Addition (up to 36)	2-4 players are birds collecting worms for a BBQ. Roll dice "yahtzee style" and add the results to get worms. Push your luck and you'll go bust.
Poison	MATH Addition (up to 13)	2-4 players. Add cards to three colored pots. If the total is > 13 you take them all. Avoid taking poison cards.
Quoridor	MATH Spatial	2-4 plays. Be the 1st to move your piece to the other side of the board. Take turns and move your piece or add walls to block your opponents.
River Crossing	MATH Logic, Spatial	1 player brainteaser: move planks between stumps to cross the river.
Rush Hour	MATH Logic, Spatial	1 player brainteaser: Maneuver the red car out of a traffic jam by shifting blocking cars out of your way
Set	MATH Pattern Matching	2-4 players race to find a set of 3 cards that match in color, #, shape, shading.
Sudoku	MATH Logic, Deduction	1 player. Place numbers in a 4x4 grid so you have unique numbers in each row, column, and colored area
Tip the Scale	MATH Addition	2 players add cards from your hand to balance both sides of the scale.
Tipover	MATH Spatial	1 player 3D Brainteaser: tip crates to make a path to the finish.
Top This	MATH Spatial	Arrange sets of different shaped pieces to create the same form. Start easy, each card gets a little harder.
Top Dogs	MATH Addition, Multiplication	2-4 players pick 3 dogs to enter into a dog sled race. The highest total wins a trophy.
10 Days in USA, Africa, Asia, Europe	GEOGRAPHY Path Planning	2-4 Players. Travel by plane, car, or foot. Chart your course using destination and transportation tiles.
Scrambled States	GEOGRAPHY Reading	2-4 players have state cards with a picture, capital, and nickname. Race to find states that... "end in A", "border Tennessee", etc.
Take Off	GEOGRAPHY Path Planning	2-4 Players race to fly from one end of the world to the other.