

Importance of Games

<u>Social</u>
Highly engaging
Boundaries and rules
Develop social interaction with other individuals
Build relationships between two teams/people
Social skills <ul style="list-style-type: none"> ✓ Taking turns ✓ Sharing ✓ Following directions ✓ Good sport
Encourage conversation <ul style="list-style-type: none"> ✓ Eye contact ✓ Body language ✓ Response - language

<u>Academic</u>
Problem solving situations
Motivated to achieve a goal
Child-centered learning
Learn from their mistakes – do overs
Develops higher order thinking skills
Exposure to wide variety of tools, media
Reinforces the concepts that are being learned at school <ul style="list-style-type: none"> ▶ Math ▶ Reading comprehension ▶ Memory ▶ Listening ▶ Social skills

<u>Physical</u>
Fine motor skills
Gross motor skills
Connections between the brain synapse
Stamina
Visual perception



Difference between **Thick** and Thin Questions

A thin question is basic recall, has a right answer, and is convergent.	A thick question is complex, open-ended, has multiple answers.
What is 2 + 2?	What are all the ways you can think of to get 4?
What animal looks like a horse but has stripes?	How come zebras have stripes but horses don't?
What are the characters in the story Goldilocks and the Three Bears?	How would you feel if you found a bear hiding in your room?

Questions

How could it be different?

Why did you move that way?

What would happen if you went the other way?

Is there another route you could go? Show me.

How many more . . . ?

Do you need to . . . ?

What would happen if . . . ?

What do you see?

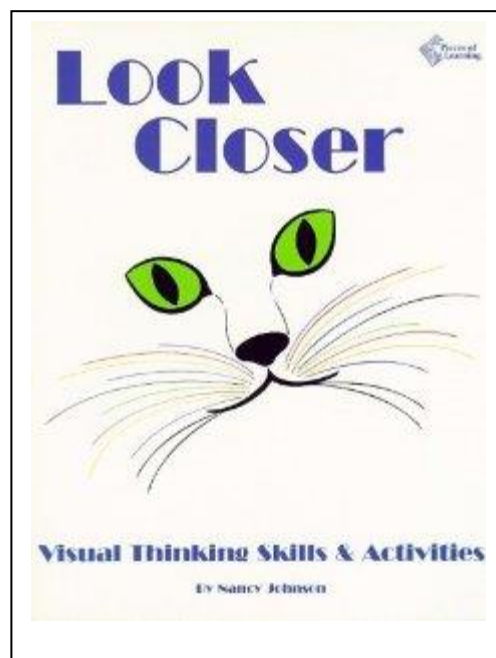
Why did . . . ?

How are they the same? Different?

Can you do it a different way?



Importance of Visual Thinking - handout



Games

Candy Land – colors, counting, strategy (over the bridge/long route)

Connect 4 – fine motor skills, connections between brain and space, strategy, planning

Trouble, Hi-Ho Cherrio, Chutes and Ladders – counting, strategy, fine motor skills, one-to-one correspondence, number recognition

Guess Who or Line-Up – logic, powers of deduction, memory recall, attention to detail, concentration, observation, problem solving skills

Jenga, BliK Blocks, Knot So Fast – strategy, observation, visual problem solving, cause/effect

Dizios, puzzles, Pattern Play – pattern recognition, visual discrimination, reading comprehension, math

Bananagrams, Scrabble, Boggle, Boggle Jr., UpWords – spelling, patterns, vocabulary

Quirkle – adding, attributes, patterns, strategies, visual recognition

Yahtzee – probability, addition, multiplication, number sense (compatible numbers)

Battle Ship – plot coordinate, memory recall, visualization, prediction

Hedbanz - questioning, vocabulary deduction, memory

Mastermind, Sudoku (in color), checker, chess – deduction skills, problem solving, memory

Pictureka – visual recognition, memory recall, vocabulary

Uno – color and number recognition, counting, strategy

Gross motor coordination – hop scotch, bean bag toss, skipping, hopping

Look Closer – Nancy Johnson, Pieces of Learning

Active Questioning – Nancy Johnson, Pieces of Learning