



Brain Games 5-6 Syllabus

Course Goals

1 Game Exploration

Students learn how to play a variety of strategy, board, and card games.

2 Strategy Development

Students think critically and analyze the strategies needed to optimize their play in these strategy games.

3 Communication

Students communicate these strategies in the form of daily journals for each game. Students also practice interpersonal skills through rule communication, fair play, and sportsmanship.

4 Game Creation

Students incorporate the various strategies practiced in this course to create their own game, including the game pieces, board/cards, rulesheet etc.

Course Topics

1 Mental Math Games

Students use mental math in games such as Challenge 24.

2 Spatial Reasoning Games

Students improve their spatial reasoning skills in games such as blokus, set, and swish.

3 Reflexes and Reaction Games

Students improve their reactions, reflexes, and processing speed in games such as UNO and speed.

4 Board Position

Students optimize the way they navigate their pieces in games such as Khet 2.0, Checkers, and Chess.

5 Economics & Resource Management Games

Students learn to make decisions about how to spend limited resources to produce the most value in games such as Splendor, For Sale, and Carcassonne.

6 Cooperative Games

Students work cooperatively toward a common goal to win games such as Forbidden Island and Race to the Treasure.

Course Schedule

Day 1

Introduction Activities

Students get to know each other, the instructor, and the rules and goals of the class.

Game Play

Students play some of the quicker and simpler games together as a class.

Game Stations (Practice)

Students teach their peers how to play various games and get experience playing them against each other.

Strategy Journal Introductions

Students learn how to complete the strategy journals for each game.

Day 2**Game Stations (Learning)**

Students break into two or three groups. One group learns how to play a new game with the instructor while the other group(s) will play games that they already know the rules to.

Strategy Journals

Students work to complete the strategy journals for the various games in the class.

Game Stations (Practice)

Students teach their peers how to play various games and get experience playing them against each other.

Day 3**Game Stations (Learning)**

Students break into two or three groups. One group learns how to play a new game with the instructor while the other group(s) will play games that they already know the rules to.

Strategy Journals

Students work to complete the strategy journals for the various games in the class.

Game Stations (Practice)

Students teach their peers how to play various games and get experience playing them against each other.

Day 4**Game Stations (Learning)**

Students break into two or three groups. One group learns how to play a new game with the instructor while the other group(s) will play games that they already know the rules to.

Strategy Journals

Students work to complete the strategy journals for the various games in the class.

Game Stations (Practice)

Students teach their peers how to play various games and get experience playing them against each other.

Day 5**Game Stations (Learning)**

Students break into two or three groups. One group learns how to play a new game with the instructor while the other group(s) will play games that they already know the rules to.

Strategy Journals

Students work to complete the strategy journals for the various games in the class.

Game Stations (Practice)

Students teach their peers how to play various games and get experience playing them against each other.

Day 6

Game Stations (Learning)

Students break into two or three groups. One group learns how to play a new game with the instructor while the other group(s) will play games that they already know the rules to.

Strategy Journals

Students work to complete the strategy journals for the various games in the class.

Game Stations (Practice)

Students teach their peers how to play various games and get experience playing them against each other.

Introduce Final Project

Students begin to brainstorm ideas for the culminating final project.

Day 7

Game Stations (Practice)

Students teach their peers how to play various games and get experience playing them against each other.

Strategy Journals

Students work to complete the strategy journals for the various games in the class.

Work on Final Project

Students work to complete the final project for this class.

Day 8

Game Stations (Practice)

Students teach their peers how to play various games and get experience playing them against each other.

Strategy Journals

Students work to complete the strategy journals for the various games in the class.

Work on Final Project

Students work to complete the final project for this class.

Day 9

Game Stations (Practice)

Students teach their peers how to play various games and get experience playing them against each other.

Strategy Journals

Students work to complete the strategy journals for the various games in the class.

Work on Final Project

Students work to complete the final project for this class.

Day 10

Work on Final Project

Students work to complete the final project for this class.

Final Project Show and Tell

Students present the projects that they have completed to their peers.

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