

Games in Schools

Trial pack game overview

The trial pack contains these games

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BoardGameRentals.co.nz was established in 2010.

We have a special focus on working with schools to use games as learning tools. These games provide great learning opportunities as well as fun social experiences for adults and children.

Rory's Story Cubes Series

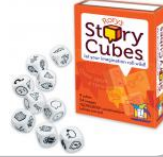
6+

1+ players, 15 mins, Ages 6+.

The creative story game. With Rory's Story Cubes anyone can be a great story teller. Roll the dice & let images spark your imagination. Story Cubes Actions dice illustrate verbs.

Learning: The dice have different images on each side which can be used to spark learning. As individuals or as part of a group they can be used to for **brainstorming**, **story telling**, **problem solving** or as a spark to tap into the student or group's creativity.

Language
development
Imagination
Creativity



Loot

10+

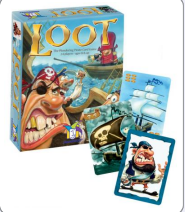
2-8 players, 30 mins, Ages 10+.

Yo-Ho-Ho and a Barrel of Fun! Storm your opponents' merchant ships and seize valuable treasure.

The players play ship cards and then defend them with their pirates from other players raids. It can be played in groups or as individuals.

Learning: Students learn to develop **strategic skills** about the timing of their play and when you use their better pirates or ships. They also need to **evaluate** which other players are worth raiding, or is it better to play another of their own ships.

Strategic
thinking



One of these two games

Catan Junior

2-4 players, 30-40 mins, Ages 6+.

Explore the seas! Catan Junior takes place on a ring of islands where players build hideouts and encounter the mysterious Spooky Island, where the Ghost Captain lives. Players expand their networks, increase their resources and work to control seven hideouts to win the game.

Learning: This game supports the development of **longer term planning** in students. There is an advanced option which will develop **negotiation skills** as the players trade the goods that the islands produced to help them develop their networks. This is the junior version of Settlers of Catan below

6+



The Settlers of Catan

3-4 players, 60-90 mins, Ages 8+.

Develop your settlements, trade, build roads & cities as you compete to become the best of the new settlers of Catan. Players gain resources each turn for areas that they control. These they can use to build more roads, settlements, cities or buy developments. Players trade to gain resources their land may not produce and they can also block others expansion.

Learning: This game supports the development of **longer term planning** in students. With the need to trade, it helps develop **negotiation skills** as well as **value assessment** skills. Students will also develop skills around **managing limited resources** to achieve the best outcomes.

Negotiation
Resource
management
Planning

8+



Can't Stop

8+

2-4 players, 30 mins, Ages 8+.

Can't Stop! is the name of the game. Once you've started this intense dice game, you just can't stop! You'll go for the dice again and again only to risk losing it all on a single roll.

Probability



Learning: Players roll dice and use the results between 2-12 to determine which marker progresses. **Probability** determines how many steps it takes to reach the top. Every turn players **decide** to **lock in** their progress or continue and **risk** a roll hoping for more matches. If none match, the turn is over & any progress made this turn is lost.

Zombie/Pirate Fluxx

2-5 players (Pirate themed) 20 min, Age 8+

2-6 players (Zombie themed), 20 min, Ages 8+.

The card game with ever changing rules! It starts out simple, with just the Basic Rule card, but new rule and goal cards keep the game in a state of Fluxx! To win you need great timing and a bit of luck!

Learning: Due to the changing rules in the game, the players have to develop **adaptation** skills so they can change their strategies to win the game. The changing rules also provide for a lot of **social interaction** in the game play and player dynamics. Players can use their goal cards to set themselves for victory if they time it right.

Adaption
Social
interaction

8+



City Square Off

2 players, 15 mins, Ages 8+.

Go head-to-head against your opponent in this tactical game of city planning. Draw a shape card and then simultaneously try to fit the matching tile into your city grids. Plot wisely, as you must always have space to play your next piece.

City Square has a range of different play options, it can be played as a team puzzle game, or an individual challenge.

Learning: Players put their **spatial thinking** and **strategic planning** skills to the test as they fill their city grid in the most efficient pattern. Players must do their best to **plan** a few moves ahead, but the shapes are drawn in a random manner and not all will be used.

Strategic
thinking
Spatial
relations

8+



Dixit

8+

Dixit: 3-6 Players, 30 mins, Ages 8+

Every picture tells a story. Players use the beautiful imagery on their cards to bluff their opponents & guess which image matches the story. To succeed, you'll have to get your friends to decide that your card tells the story! If the clues are either too easy and everyone guesses or too hard and no one guesses then the story teller for that turn gets no points.

Learning: Dixit encourages **creativity** in students and the ability to think in a **lateral** way. The art of the cards is suggestive of many different possibilities, but the need to have only some of the other players guess correctly challenges the students in their thinking and clue creation. This game works well being played by individuals or by teams.

Creativity
Imagination



Timeline Series (History, Discoveries, Diversity, Inventions)

2-8 Players, 15 mins, Ages 8+

8+

History
Social studies

Use your knowledge to correctly place your cards to make the timeline. Combine different Timelines games to make it more challenging.

Learning: The different timeline games provide an **historical overview** of human development in each of the specific areas, giving students a good general understanding of some key steps in our history. They also provide a great opportunity for **social studies discussion** around the different events covered in the game, on why and how they occurred

Cloak of Protection

2-4 players, 20 mins, Ages 6+

6+

The **New Zealand/Aotearoa Conservation Game**. Whether any animal on our beautiful planet has a future is determined by how it can respond to the environmental cards dealt out by the cold & sweeping hand of fate. Players **learn** about NZ birds and predators.

Set collection



Ticket to Ride Europe or USA

2-5 players, 60-90 mins, Ages 8+

8+

Players collect sets of cards that match the different coloured train routes on the board. When they have the right number of coloured cards they claim the route using their train tokens giving them points. Players get a number of tickets that require them to complete a number of routes to gain points, or lose points if not completed by game end.

Learning: Students develop **planning skills** to support them completing their tickets and **counting skills**. They also have to **collect sets** and make **evaluations of how risky** it is to get additional tickets during the game given their cards, limited train tokens and the position of other players.

Strategic
thinking
Set collection



Rat-a-tat Cat

2-6 players, 20 mins, Ages 6+

6+

A game of suspense, strategy, and anticipation. Get rid of the high cards (rats) and go for the low cards (cats). Sneak a peek, draw two, or swap cards for an added twist. Low score wins the game. (A poker face helps!)

Learning: As students play Rat-a-tat Cat, they develop a sense of timing and an understanding of basic, but essential, **mathematical concepts**. They learn ways to **remember their cards** and strategies to figure out what cards other players might have. They also begin to develop an intuitive sense of **probability**. Rat-a-tat Cat requires skill, strategy, and awareness, challenging both young children and adults.

Maths
Memory



Forbidden Island

2-4 players, 30-40 mins, Ages 10+

10+

Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding decisions, as the island sinks beneath every step!

The goal of the game is to collect the four treasures and get off the island before it sinks. Players move around the island to collect and trade treasure cards. Once a player has four of the same cards they can claim that treasure. After the players turn the game has its turn which involves causing parts of island to sink.

Learning: Players have to **plan**, and **work together** - if they try to play this game competitively they will lose. They have to use their skills and think ahead to ensure they can get to the part of the island before it sinks.

Negotiation skills are important because to win sometimes you need to make a move that works for the team and is not just for you.



Cooperative
planning

Carcassonne

2-5 players, 45 mins, Ages 8+

8+

Develop the area around Carcassonne by placing tiles. Each turn the area becomes larger as you expand & add roads, fields, cities & cloisters. Place your followers as thieves, farmers, knights & monks to score points to win. **Millions sold** worldwide of this popular game

Learning: The game involves players laying a tile to add to the board and making a **decision** about whether to commit one of their limited number of followers to the tile, by placing it on a road, in a field or on a building. These different areas have different scoring impacts so players are **evaluating** short term gain and flexibility against a long term benefit. There are **numerous strategies** in Carcassonne and over time students will **learn and grow** in their strategic decision making. The game encourages open discussion about where tiles are placed



Komodo

2-4 Players, 45-60 mins, Ages 10+

10+

An asteroid is plunging towards the South Pacific. Your mission: Prevent the extinction of Australasian animals. As a zoologist, you must outwit your opponents in a race to save the most creatures, if necessary by stealing their territory and animals.

Learning: Players will use spatial skills in building the board in ways to lock animals into their habitats, and away from the other players. Komodo can be played as a **team game** which builds **cooperation** and **planning** or as a **competitive** game where players need more **awareness** of others to allow them to win.

Competitive
& Cooperative
interaction



Go Nuts!

2-4 players, 12 mins, Ages 8+

Counting
Risk taking

8+

Take your cheeky chances on this quick playing dice game. Pile up points by rolling the dice and adding up acorns, while avoiding any cars along the way. If you roll all squirrels, scurry to score as many nuts as you can before the dogs chase you away!

Learning: Go Nuts! is all about **counting** and **probability**. Players make **decisions** about whether to keep rolling dice or to quit and keep their points. Over time students will develop a better understanding of the probability of the dice rolls and will make improved **decisions** on risk vs benefit.



Hey That's My Fish

2-4 players, 20 mins, Ages 8+

8+

At the pole your penguins are jumping from ice floe to ice floe hunting fish. They're also trying to block other penguins and secure the best fishing grounds for themselves to win the game.

Learning: This simple looking game is actually very challenging to play well. Over the game players try block off parts of the ever reducing board to capture as many fish as possible. Students will be making **decisions** every turn on **evaluating** the best option for both **short term** and **long term** gain both from a board position and fish taking perspective. This game builds spatial skills, is fast to play and has real strategic depth.

Fast
thinking
Spatial
relations

