

WINTER STRATEGY GAMES

logical thinking for little learners



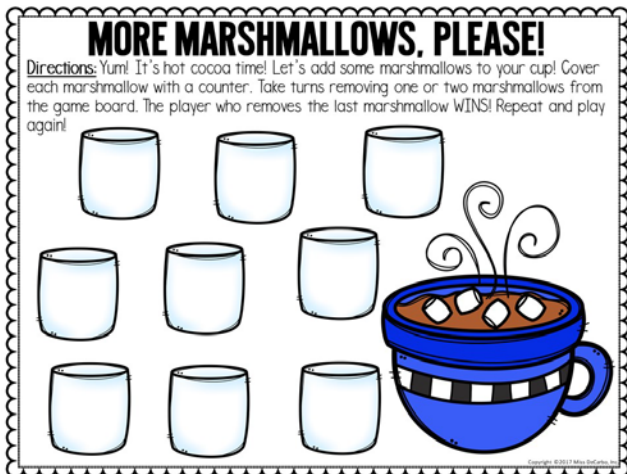
WHY SHOULD CHILDREN PLAY STRATEGY GAMES WITHIN THE PRIMARY GRADES?

Children are not born with the ability to think critically. As educators and parents, we need to foster critical thinking and teach this important skill. Logical thinking is an essential problem-solving skill that we want students to develop for mathematical reasoning and real-life experiences. The following strategy games are designed to help children logically think through “if this.... then that” scenarios. Children will need to think ahead at the possibilities of their partners’ next moves as they make decisions. These games foster problem-solving skills, critical thinking, logical thinking, strategy skills, cooperation skills as they play with friends, and mathematical reasoning skills. I hope these engaging and hands-on strategy games challenge your students and bring joy to your classroom!

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SET-UP AND MATERIALS

Print the game boards of your choice. A color version and an ink-friendly version is available for each game. Printing the game boards on cardstock and laminating the boards is optional, but it will increase durability for future use. The first eight games will require only the game board and either nine, thirteen, or fifteen counters. You may choose to use any counters you would like, such as snap cubes, teddy bears, red and yellow counters, pennies, miniature erasers, etc. The last two games require only the game boards and two different colored game pieces. Once again, you can use different colored snap cubes, teddy bears, counters, etc.



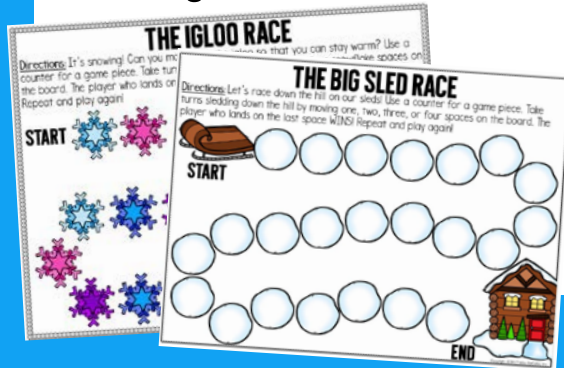
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WHAT GAMES ARE INCLUDED?



For the first four games in the pack, players take turns removing one or two counters (or sometimes up to three counters) from the game board. The student who removes the last counter loses. The other player wins!

For games five through eight, students take turns removing one or two counters (or sometimes up to three counters) from the game board. This time, the player who removes the last counter wins! Don't let the subtle change fool you! This small difference in the rules creates a new challenge in thinking skills as students strategize their final moves.



For the last two games players take turns moving their game pieces one, two, three, or four spaces on the game board. The player who lands on the last space wins the game!

IDEAS FOR USING THIS RESOURCE:



math centers



small-group games



morning tubs



early finisher activities

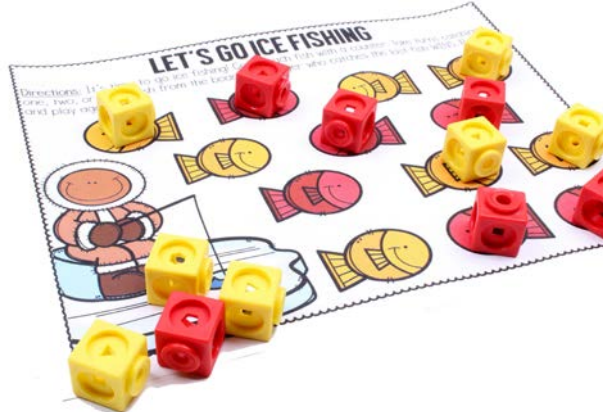


partner games



“brain warm-ups” before a lesson

LOGICAL THINKING FOR PRIMARY LEARNERS



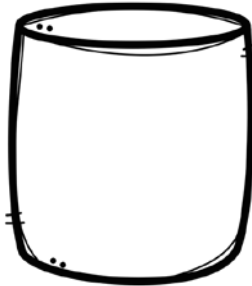
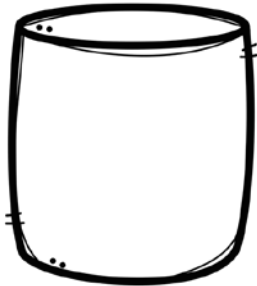
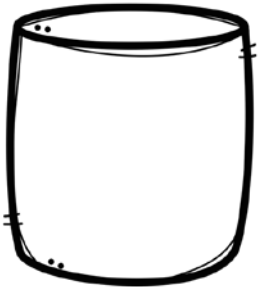
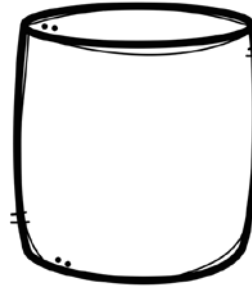
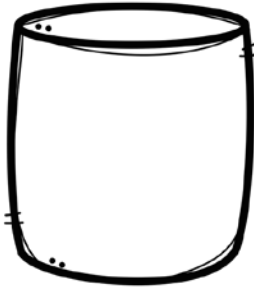
MORE MARSHMALLOWS, PLEASE!

Directions: Yum! It's hot cocoa time! Let's add some marshmallows to your cup! Cover each marshmallow with a counter. Take turns removing one or two marshmallows from the game board. The player who removes the last marshmallow WINS! Repeat and play again!

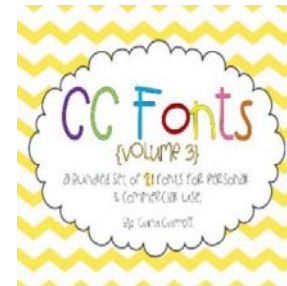
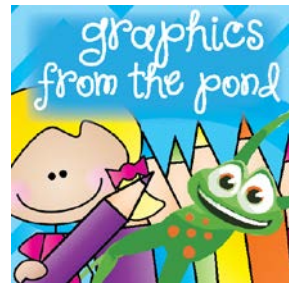


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