EDUCATIONAL GAMES

Playing and learning are interchangeable at Looney Labs; every game challenges a player's mind while being inherently fun. However, certain games more readily meet specific educational goals, Common Core Standards, subject matter content, or critical thinking objectives. These are ideal games for classrooms, after school programs, or home-school environments.

Please see **looneylabs.com/edu** for a detailed description of how each game meets these educational goals, as well as suggestions for ways to teach using these games.

You'll also find an "educational saturation level" for each game on the website – our estimate of how deeply students will be engaging in the content while playing and using the skills they need to learn. In most cases, students are constantly practicing the targeted skills, which makes each game an excellent, efficient, and highly engaging way to teach.

SKU	GAME TITLE	GRADES	PLAYERS	MSRP
L00-084	Anatomy Fluxx	MS/HS/CU	2 to 6	$16
L00-002	Aquarius	ECE	2 to 5	$15
L00-097	Astronomy Fluxx	MS	2 to 6	$16
L00-078	Chemistry Fluxx	MS	2 to 6	$16
L00-058	Choose One	ES/MS/HS/CU	3 to 10	$20
L00-009	Chrononauts	HS/CU	1 to 6	$20
L00-059	Early American Chrononauts	HS/CU	1 to 6	$20
L00-087	Fairy Tale Fluxx	ES	2 to 6	$16
L00-001	Fluxx	ES/MS/HS/CU	2 to 6	$16
L00-032	Fluxx Español	MS/HS/CU	2 to 6	$8
L00-072	Mad Libs: The Game	ES/MS	3 to 8	$20
L00-077	Math Fluxx	ES	2 to 6	$16
L00-079	Nanofictionary	ES/MS	3 to 6	$16
L00-071	Nature Fluxx	MS	2 to 6	$16
L00-074	Pyramid Arcade	ECE/ES/MS/HS/CU	1 to 10	$77
L00-100	Time Breaker	ES/MS	2 to 5	$25
L00-082	Zendo	MS/HS/CU	2 to 6	$40

KEY

ECE = Early Childhood, students in pre-K through grade 2.
ES = Elementary School, students in grades 1 through 6.
MS = Middle School, students in grades 6 through 9.
HS = High School, students in grades 9 through 12.
CU = College or University age students.

CURRICULUM ENHANCEMENT

Fluxx, Looney Labs' signature ever-changing game, comes in many different themes. All versions strengthen comprehension and following directions, and some additionally enhance specific core curriculum.
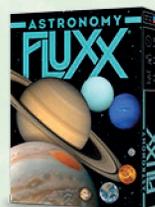
FLUXX AND STEM SUBJECTS

Math Fluxx (ES)

Mental math mania! Common Core Math Standards 2.0A, 2.NBT.5, 3.0A.7, 4.0A.4, 5.NBT.1.

Nature Fluxx (MS)

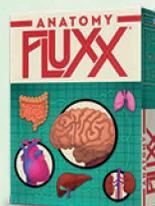We've got the ground covered with this intro to biology and earth sciences.

Astronomy Fluxx (MS)

NEED TEXT.

Chemistry Fluxx (MS)

Find the solution with this introduction to elements and compounds.

Anatomy Fluxx (HS)

From bones to blood vessels, this Fluxx is packed with all the body bits that keep you ticking.

FLUXX AND FOREIGN LANGUAGES (MS/HS/CU)

- These versions are great for English language learners! Play L1 version first, and then play it in English.
- Games in nine different languages are available at **store.looneylabs.com** – excellent for teaching vocabulary, reading for meaning, conversation, and instructional language.

## FLUXX AND ENGLISH/LANGUAGE ARTS (ES/MS/HS)

- 20+ different themes in print; every version encourages analysis of a text and helps build instructional reading skills.
- Common Core ELA Anchor Standards R1, 2, 3, 4, 5, 6, 9 and SL1, 2, 3, 4.

FOR ALL AGES, GRADES AND SUBJECTS

Our educational games span the full range of ages and grades – Early Childhood Education (ECE), Elementary School (ES), Middle School (MS), High School (HS), and College or University (CU) – and cover math, English and language arts, science, history and social studies, and foreign language education.

Chrononauts (HS/CU) and Early American Chrononauts (HS/CU)

- Together, these two combineable games cover key events in US history from 1770 to 1999.
- Encourage deep cause and effect thinking, and act as an effective springboard for dynamic classroom discussion.
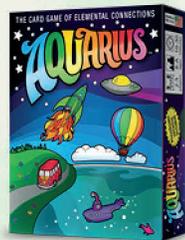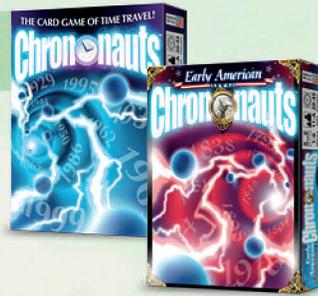
Aquarius (ECE)

- Allows players of numerous ages in multiple settings to practice their sorting, counting, and spatial skills.
- Can be played independently by kids in pre-K through first grade.

Nanofictionary (ES/MS)

- Teaches students story elements in a meaningful context.
- Aids students in creative writing and storytelling skills, and encourages evaluation of good stories.
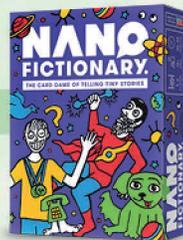
GAMES FOR SPECIAL GROUPS

These three games contain key components of many ELL (English Language Learners) and social skills programs because they are so effective in building relevant skills in a fun and meaningful context.

Choose One (ES/MS/HS/CU)

- Teaches players to shift their perspective or point of view.
- Encourages players to build friendships through relevant interactions with others.
- Helps students to develop their conversational skills and to deepen comprehension of vocabulary.

Mad Libs: The Game (ES/MS)

- Builds friendships through shared laughter and silliness.
- Teaches parts of speech for general education students.
- Strong vocabulary development for ELL.
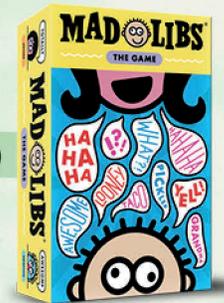
Fluxx (ES/MS/HS/CU)

- Requires discussion of rules and consensus building.
- Non-threatening way to practice coping with change.

PLEASE JOIN OUR LOONEY LABS EDUCATORS FACEBOOK GROUP!

CULTIVATE YOUR STUDENT'S CRITICAL THINKING SKILLS!

All of our games encourage critical thinking, but these provide particularly meaningful opportunities to guide students to become extremely highly-developed thinkers.

Zendo (MS/HS/CU)

- Encourages systematic experimentation and hypothesis testing during gameplay, and teaches inductive (rather than deductive) logic.
- Requires constant re-evaluation of beliefs aligned with new evidence.

Pyramid Arcade (ECE/ES/MS/HS/CU)

- Contains 22 games all in one box, and enough components to engage an entire classroom of kids all at the same time.
- Encourages players to hone the ability to see connections, think logically and creatively, and to make constructive reflections.