

FAMILY GAME NIGHT

5:40-6:00	Sign-in	
Game Stations: Choose one literacy (gray boxes) and one math game (white boxes) to visit. See game sheet for your choices.		
6:00-6:30	Game Station # 1	Visit classrooms based on your game board. You will get a stamp at both stations you visit. Turn in stamped game boards at the end of the evening for a free board game to take home!
6:30-6:40	Transition Time	
6:40-7:10	Game Station # 2	
7:10-7:20 Gym	Free Board Game Giveaway (Bring your stamped game board)	



Please choose one literacy (gray boxes) and one math game (white boxes) to visit. Descriptions and recommended grade levels are included to help you choose. Have your board below stamped at each of your stations and return it at the end of the night for a free board game to take home!

Grade spans are just a suggestion.

<p><u>Tapple</u> Take turns thinking of words that fit in a certain category without repeating a word with the same beginning letter. (Grades 1-5)</p>	<p><u>Qwirkle</u> Simply match colors and shapes in rows and columns without creating duplicates, but you must be quick-thinking and strategic. (Grades K-5)</p>	<p><u>Bananagrams</u> Be the first to use up all of your letter tiles by arranging them into crossword like grids. (Grades K-5)</p>	<p><u>Sequence Numbers</u> Use your addition and subtraction skills to match answers to the game board and be their first to get five matches in a row. (Grades 1-5)</p>	<p><u>Scattergories</u> Roll a letter die and set the timer while you try to create an answer that begins with the letter on the die for each category on your list. (Grades 2-5)</p>
<p><u>Math War</u> Flip over your card and solve the math problem. The person with the highest answer gets to keep all the cards laid down. Try to win all of the cards you can. (Grades K-5)</p>	<p><u>Scrabble Slam</u> Race against each other to change the existing four-letter word and get rid of your cards. (Grades 2-5)</p>	<p><u>Yahtzee</u> Roll the dice and decide what numbers to keep and which to roll again in an attempt to get the highest score possible. (Grades 2-5)</p>	<p><u>Blurt</u> Move ahead on the game board by being the first to blurt out the answer to the clue on the card. (Grades 1-5)</p>	<p><u>Chutes & Ladders</u> Spin the spinner and be the first to get to 100. Watch out for the chutes along the way that send you tumbling back down. (Grades K-2)</p>
<p><u>Word Play</u> Come up with a word in a category that has certain letters in it. The longer the word you think of, the more points you get. (Grades 2-5)</p>	<p><u>Skip-bo</u> Create stacks of sequentially numbered cards until you have no more left to play. Be the first to get rid of all of your cards. (Grades K-5)</p>	<p><u>Buzz Word</u> You and your teammates have 45 seconds to solve a set of clues whose answers all have the same buzz word in them. (Grades 1-5)</p>	<p><u>Super Genius</u> There is one and only one match between any two cards. You'll need a sharp eye to find the matching equations and answers on your cards. (Grades 1-5) <i>*Add. or mult. available</i></p>	<p><u>Zingo</u> Claim tiles to create three letter words and be the first to fill your board. (Grades K-2)</p>
<p><u>Mastermind</u> Can you crack the code in ten moves or less in this game of logic and deduction? (Grades K-5)</p>	<p><u>Boggle</u> Try to make as many words as you can from the letters shown. Letters can go in any direction as long as they are touching. (Grades 2-5)</p>	<p><u>Racko</u> Use a bit of strategy and hopefully some luck to be the first to draw and replace cards in your hand in order to put them into number order. (Grades 1-5)</p>	<p><u>Scrabble (Original)</u> Put letters together, build words, add up your points and win. (Grades 3-5)</p>	<p><u>Tenzi</u> Roll your ten dice as fast as you can. Be the first player to get all of your dice on the same number and win. (Grades K-5)</p>
<p><u>Apples to Apples</u> Create hilarious comparisons while expanding your vocabulary. Be the first to win five red cards and be crowned the winner. (Grades 2-5)</p>	<p><u>Sumoku</u> A crossword style game using numbers, players add up their tiles to a multiple of the number on the dice. Scores grow with every connected row you are able to make. (Grades 3-5)</p>	<p><u>Headbandz</u> A quick question game of "What am I?" Ask yes or no questions to decide what is on the card you are holding up to your forehead. (Grades K-5)</p>	<p><u>Farkle</u> Take a risk and keep rolling to build your score, or play it safe so you don't lose your points in this dice rolling game. (Grades 3-5)</p>	<p><u>Story Cubes</u> Become a storyteller by rolling the cubes and letting the pictures spark your imagination. (Grades K-5)</p>
<p><u>Qwixx</u> In this dice game each decision is crucial. The more numbers you cross off, the more points you score. (Grades 2-5)</p>	<p><u>Charades</u> Act out a words and/or phrases for your teammates to guess. Be quick to gather the most points you can for your team. (Grades K-5)</p>	<p><u>Math Dice</u> Try to get the closest to the target number by creating different equations with the dice you rolled. (Grades 3-5)</p>	<p><u>Taboo</u> Get your team to guess the secret word, but the obvious clues are off-limits. How creative can you get? (Grades 3-5)</p>	<p><u>Math Memory</u> Develop memory skills as you as you try to find matching cards containing an equation and the matching answer. (K-1)</p>