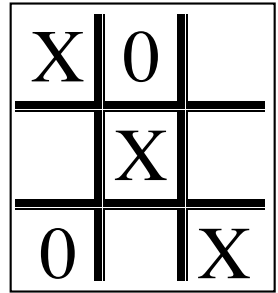


# Developing Games to Enhance Learning

Start-up ideas prepared for presentation at the  
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Elizabeth Morse,  
Moses Brown School, Providence, Rhode Island  
and Game Packs for Learning, 12 Penrose Avenue, Providence RI 02906  
[ekm@gamepacksforlearning.com](mailto:ekm@gamepacksforlearning.com) [www.gamepacksforlearning.com](http://www.gamepacksforlearning.com)



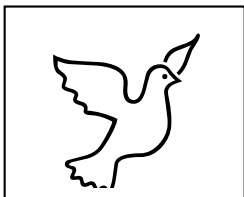
**Where and When?** • Before a class or tutorial lesson to ease tension and build up enthusiasm. • At the end of a class or tutorial lesson to review or reward • At the kitchen table to liven up homework and study • At a camp site to keep skills fresh over vacation • In short . . . anywhere, anytime!

**Why?** Games can offer the most efficient method of teaching a concept or practicing a skill, especially when anxiety, attention, and resistance become factors limiting success.

**How?** Warm up your adapting skills to see how many drill exercises in your own curriculum could be translated into game formats. After seeing how a variety of skills can be practiced in one of several game templates, ideas may come more freely.

## Start off with Generic Games

Take advantage of any number of games already familiar to you. Any trail game or Chinese Checkers can offer the incentive needed to tackle challenging or just plain boring exercises. (A miniature version of Chinese Checkers is included at the end of this handout.) One turn may be taken after one task has been achieved. The number of skill exercises that could benefit from such incentive is infinite, but here are a few examples:



- Spell a word. Read a word. Take a word and divide it in syllables.**
- Draw a word (subject) and give a detail that would come under that subject.**
- Draw a word and give it a category. Think of a word that uses a drawn root.**
- Think of a word that rhymes with a drawn word.**
- Think of a word that starts the same.**

The number of hops along a trail could be worked into the exercise, such as offering different scores for different syllable types or simply printing a number of hops on each drawn card. Players, on the other hand, may prefer the ritual of rolling a die. In general, flexibility pays off. The only rigid guideline I suggest is to choose games that do not require complex thinking. Distracting thoughts needs to be minimized. For example, Shoots and Ladders works, Monopoly doesn't. Even standard checkers is too distracting, but Chinese Checkers is fine. Certain game types will work better with certain curriculum areas. If a task requires matching, why not choose a game such as Bingo that is all about matching. If a skill requires discrimination, why not invent a sorting or collecting game.

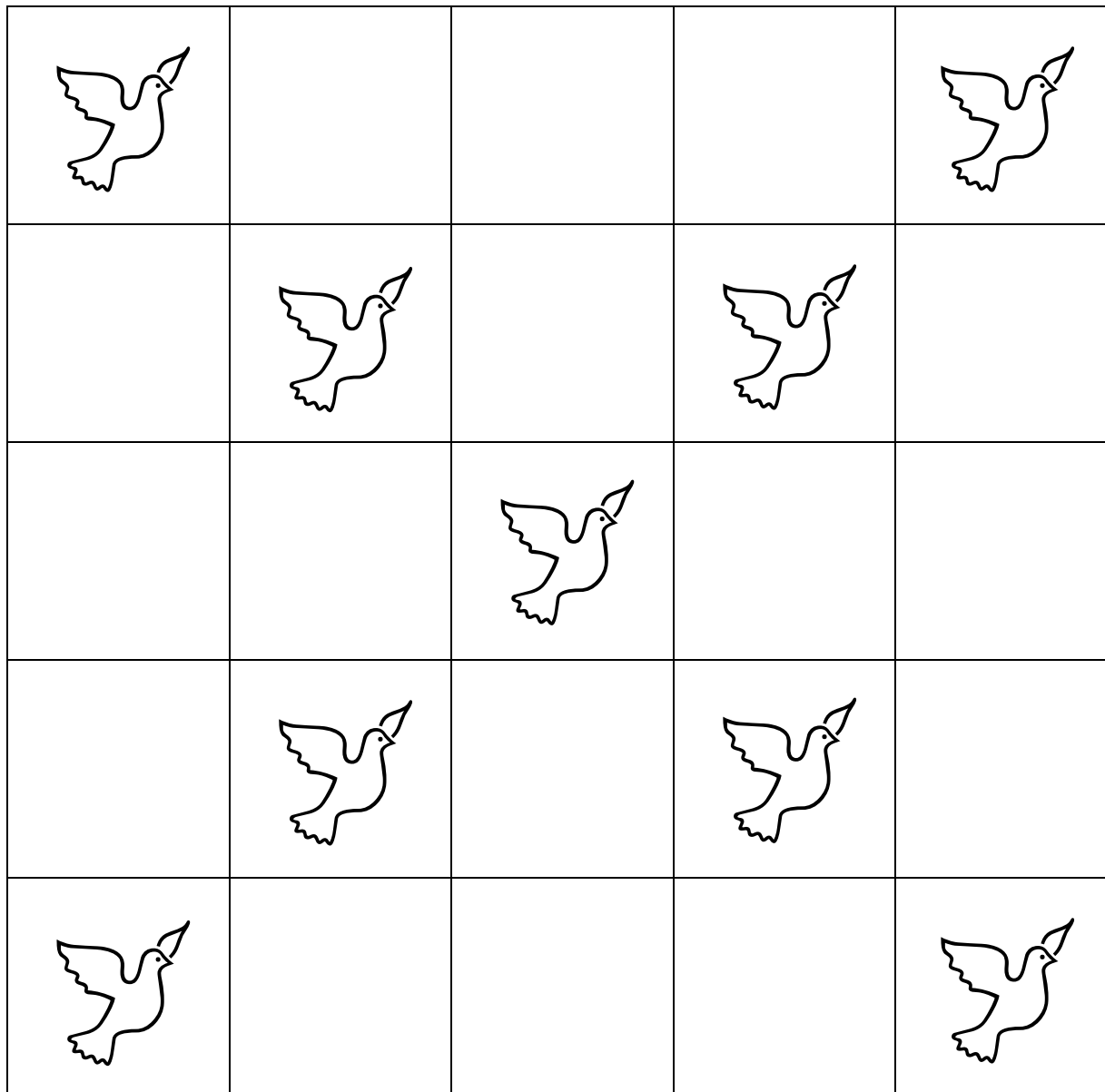
## Sorting and Collecting Games are Ideal for Pattern Recognition

Cards should be made up in advance so there are equal numbers in each of two categories. Each player agrees to collect cards of one of the categories. Cards are drawn in turn, and the winner is the one with the most cards when time is up or when all the cards have been drawn or when a given number have been collected. Any coaching needed in the identification of the chosen category should have nothing to do with the luck of drawing the desired card. Collecting grids and related stories can be designed to add appeal as well as to reinforce the concept being taught. For example, if the sorting categories were open and closed syllables, collecting buckets could be cut out of colored paper, one for collecting **ru-by** words that start with open syllables and one for collecting **sil-ver** words that start with closed syllables. To liven the story up a little you could call the game "Ruby Rush and Silver Stampede."

# Matching exercises are just made for Bingo

Bingo is a popular game that is adaptable for use with all sorts of pattern recognition exercises: phonograms, roots, syllable types, blends with enders, or answers to math problems – and on and on! This generic sample has nine free spaces, so a given round of the game is quickly won. For an even shorter version you could draw out a forced tick-tack-toe that could be played the same way you play Bingo. See directions below.

## Free Flight Bingo



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### **Directions for Free Flight Bingo**

Select a category of matching pairs that need practice. For beginning readers these pairs could be identical letters or short rhyming words. For older students the pairs could be morphemes or roots to be matched with meanings or with words that use these morphemes or roots. One of each pair should be written on the Free Flight Bingo Chart, and the other half of each pair should be written on one of the game cards below.

The game can be played with one or two boards. For each player or team, provide a set of tokens such as pennies and dimes or colored disks. Cut out both sets of cards, shuffle them, and place one set of words to one side of the game board. In turn, each player or team rep draws a card, finds its mate on the shared bingo board, and places a token over that square. When a player or team has covered every square in a line (vertical, horizontal, or diagonal), he, she, or they win the round. When a round is won, clear the board and continue play until time is up or until all the cards have been used once. For classroom use, the game board can be drawn on the board or projected on a screen. Marks can be made with colored chalk or dry-erase marker pens.

<b>Game cards to cut out for use in Free Flight Bingo</b>		

# Bingo Variation

Line Up The Jacks is a variation of Bingo with a set of category-sorting rows as well as one column for each number on a die. This combines the practice of recognizing a set of categories along with the seemingly universal delight of rolling a die. Game cards can show details or illustrations to be matched with the categories displayed on the left hand column. One game might have column-one listing parts of speech and game cards showing words. Another game might list characters in a book on column-one, and each card could show expected behaviors or details of the character's life. In either of these examples, brainstorming during the process of preparing the cards would be an excellent review exercise in itself.

## \* \* \* \* \* Line Up the Jacks \* \* \* \* \*

Number on die → Category I.D. ↓	1	2	3	4	5	6
	*	*	*	*	*	*
	*	*	*	*	*	*
	*	*	*	*	*	*
	*	*	*	*	*	*
	*	*	*	*	*	*
	*	*	*	*	*	*
	*	*	*	*	*	*
	*	*	*	*	*	*
	*	*	*	*	*	*

\* \* \* \* \* **Line Up the Jacks** \* \* \* \* \*

**Directions:** On the left-hand column of the chart write a set of whatever you want this game to practice, e.g. consonant blends, syllable types, or word roots. Then write a word or word part in each game card that belongs with one of the categories on the left side of the chart. For example, if the category on the left is syllable types, then the game cards might be words illustrating each syllable type. The game can be played with only a few of the rows labeled.

Unless you choose to mark the game board with dry-erase pens, provide each player or team with a supply of about 20 tokens such as pennies and dimes or colored plastic discs. Cut out the game cards and place them to one side of the board. Each player or team, in turn, draws a card and finds the row that matches. Finally, the player rolls a die and places a token on the square under the number shown on the die and right of the category. If that square is already filled, the die can be rolled again. Each player or team hopes their markers will cover the longest unbroken line of jacks on the board. Lines can be vertical, horizontal or diagonal. The winner can be the first to get a line of three or the one with the most rows of two or more when time is up. In a classroom setting, the grid may be drawn on the board or projected on a screen, and colored marks would take the place of tokens.

Game cards for Line Up the Jacks			















# Travel the World

Join in the Spin.  
You'll have to cross first  
In order to win!



**A Generic Game Adapted from Chinese Checkers**

Directions: Play Travel the World as you would Chinese Checkers, crossing the board diagonally, sideways, or up-and-down. Each player places tokens of any sort over the planes or the busses and takes a turn after completing a task from a drawn card. The winner is the one to get all of his tokens across to the opposite corner of the board first.

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