Target Audience: 3rd-5th grade

Description: “Brain Food” is a curriculum that focuses on critical thinking skills as well as youth’s ability to set up their own challenge game and work within a group. This curriculum also includes directions for each game, as well as the game board itself.

Format: Each of these sessions can be presented in one class period from 45-60 minutes.

Session 1: Strategy Games
Youth will play Dots, The Snake, SOS, Four in a Row, and Fox & Hounds.

Session 2: Spatial Orientation
Youth will play Crucible, Sprouts, Crosswalk, Magic Square and Maxey.

Session 3: Math Games
Youth will play Wari, Congklak, Tac-Tix, Nim/Supernim, and Mancala.

Session 4: Chase & Capture Games
Youth will play Six-Man Morris, Nine-Man Morris, Octotrap, Coyote & Chickens, and Reversi.

Session 5: Word Games
Youth will play Ghost, Madword, Backwards & Forewards, Wordles and Categories.

Session 6: Deductive Logic Games
Youth will play 20 Questions, Mystery Box, Human Shuffle, Bagels and Oilers.

The “Brain Food” curriculum and activity kit can be borrowed for one month.