Elementary School

The modern board games available from the Game Library at the School Library System of the Genesee Valley Educational Partnership have a great deal to offer. From building cooperative learning skills to direct curriculum alignment with performance indicators from math, social studies, ELA and more, our games put the play back in learning.

At the elementary level, games help students build a strong foundation for learning, strengthening fundamental concepts and understandings about number operations, scientific principles, and world geography; all the while continuing to develop the social interactions necessary for future successes. Despite being designed for younger children, these games provide challenging implementations of curricular content and skills.

To borrow games from the game library, or to arrange further professional development or classroom assistance, contact your school librarian. A complete listing of games can be found at http://sls.gvboces.org/gaming.
Numbers League
Each student assembles a team of heroes and, using a little mathematical acrobatics, attempts to capture villains menacing Infinity City.

Players: 2-4  Time: 30 min.  Age: 8+

Brain Storm
Students carefully search out the item that is either exactly pictured or in which no traits are represented on the card.

Players: 2-4  Time: 15 min.  Age: 7+

Syllable Rally
A European tour fueled by language. Students pick a word from an image and use the syllable count to move around the board.

Players: 2-4  Time: 25 min.  Age: 7+

Suitcase Detectives
Clever deduction is needed as students race to find the missing items from one of the hotel suitcases.

Players: 2-4  Time: 20 min.  Age: 7+

Brain Storm
A rummy variant with letters and blends that allows students of varying skills to successfully play with and learn from each other.

Players: 1-8  Time: 20 min.  Age: 8+

Rory's Story Cubes
Simply toss all the dice let them guide your imagination through a story that begins with “Once upon a time...”.

Players: 1-9+  Time: 10 min.  Age: 8+

Number Chase
Number sense and relations mix with deduction as students use clues to narrow down the secret number.

Players: 2-5  Time: 15 min.  Age: 6+

The Worm is Inside
There is a worm race on! Students add varied segments to their worms, edging them along under the dirt hoping to be the first to emerge!

Players: 2-4  Time: 20 min.  Age: 8+

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