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 high school level, games provide a vehicle for the creation, synthesis and application of more sophisticated curricular concepts. These learning experiences are invaluable because they provide an authentic context for students to explore the curriculum and engage each other in a learning environment.

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.

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Bolide
Chance is strikingly absent in this racing game where physics principles and vector math get the checkered flag.
Players: 2  Time: 90 min.  Age: 12+

A Brief History of the World
A tour de force of fifty of the world’s greatest civilizations from the dawn of man up until the 20th century.
Players: 3-6  Time: 120 min.  Age: 12+

Bazaar
Through clever, efficient trading, and some algebra, players strive to make the most during their trips to the bazaar.
Players: 2-6  Time: 45 min.  Age: 10+

Dominant Species
Students take on the role of a major animal class and struggle to adapt and survive the encroaching ice age.
Players: 2-6  Time: 120 min.  Age: 12+

Once Upon a Time
Once upon a time, there was a storytelling game of fairy tales with each player trying to reach their happily ever after.
Players: 2-6  Time: 25 min.  Age: 10+

Power Grid
Students learn that energy choices and economics are not easily separated as they develop and grow their own power companies.
Players: 2-6  Time: 90 min.  Age: 12+

Timeline
Students try to place people, events, inventions and discoveries in their place along a dynamic and growing timeline.
Players: 2-8  Time: 15 min.  Age: 10+

1960: The Making of the President
Two men enter, one man leaves. JFK and Nixon square off in this immersive game of elections and US history.
Players: 2  Time: 90 min.  Age: 12+

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Pastiche
Color blending takes center stage as students gather the colors needed to create real world masterpieces.
Players: 2-4  Time: 45 min.  Age: 12+

Genesee Valley Educational Partnership

School Library System Game Library - http://gvlibraries.org/gaming