Middle 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 middle school level, games continue to build upon the fundamentals necessary for success while immersing students in rich, challenging experiences that address more sophisticated curricular concepts such as: induction, truth tables, economics, world history and physics. The cooperative genre also helps keep students grounded and connected as they struggle to define themselves.

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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School Library System of the Genesee Valley Educational Partnership
Founding Fathers
Players help craft the Constitution by utilizing state delegates to raise their idealistic support and vote in articles in the Assembly Room.
Players: 3-5  Time: 90 min.  Age: 12+

Hare & Tortoise
Triangular numbers dominate this classically themed race as students strive to be the first rabbit across the finish line.
Players: 2-6  Time: 45 min.  Age: 11+

Strain
A game of competitive bioengineering as players race to create micro-organisms while deploying toxins and viruses.
Players: 3-7  Time: 45 min.  Age: 10+

Bamboleo
Weight and center of gravity are integral in this fun dexterity game where students take turns removing shapes from the balancing platter.
Players: 2-6  Time: 10 min.  Age: 10+

Chicago Express
Through shrewd investment and planning, players work to maximize their profit as railroads push westward toward Chicago.
Players: 2-6  Time: 60 min.  Age: 12+

Forbidden Island
The island is sinking and students must work together to find the four ancient relics and escape before time runs out!
Players: 2-4  Time: 30 min.  Age: 10+

Tobago
Truth tables and induction underlie this treasure hunting adventure on an island of ever-changing terrain and hidden riches.
Players: 2-4  Time: 60 min.  Age: 10+

Word on the Street
A linguistic tug of war as teams agree upon and spell out words for various categories, pulling letters towards their side of the street.
Players: 2-8  Time: 20 min.  Age: 10+

Zendo
An exercise in induction, through play students collectively work towards discovering a hidden property by trial and error.
Players: 2-10  Time: 20 min.  Age: 12+

Genesee Valley Educational Partnership

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