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 preschool and kindergarten level, many of the games we offer help students build basic concepts and understandings about colors, numbers, social interactions, and their environment. The games push very young players to practice turn taking, cooperating, matching, sequencing, dealing with adversity and other developmentally appropriate skills. Though designed for three to six year olds, these games are much more complex in their critical thinking than one might expect.

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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Monza
Roll the dice and find the color sequence that lets your car race to the front of the pack. Can you match colors to pull ahead?
Players: 2-6  Time: 20 min.  Age: 5+

Castle Knights
Communication and coordination are needed as players work together to build a series of towers before time runs out.
Players: 2-4  Time: 15 min.  Age: 5+

Gopher It!
Press your luck in this set gathering game. Just be careful, because if you go too far you might end up with no food for the winter!
Players: 2-4  Time: 15 min.  Age: 5+

Orchard
Another cooperative game where players are working as a team to clear the orchard of fruit before the raven arrives.
Players: 2-8  Time: 15 min.  Age: 3+

Max
A cooperative game where players try to save animals from Max the cat. Harder than it seems, this game needs great teamwork.
Players: 1-8  Time: 15 min.  Age: 4+

School! Ready, Set, Go!
Children go through the school day from rising to breakfast, classes to coming home and all the while strengthening memory and time skills.
Players: 1-4  Time: 15 min.  Age: 5+

Trading Faces
Think Go Fish!, but with facial expressions. Can you make a sad face? Can you identify another player’s happy face? Social learning at its best.
Players: 2-5  Time: 15 min.  Age: 5+

Trinkets
Students help Sammy to tidy up his trinkets. All the various things are different sizes, however, and each will fit only in one specific box.
Players: 2-4  Time: 10 min.  Age: 4+

Yeti’s Color Splurge
A game about colors for small children. The Yeti wants to color up his white surroundings - fortunately, he discovers a color lab.
Players: 2-4  Time: 10 min.  Age: 5+