

Suggestions on Using Gaming in the Classroom
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Suggested Resources for Educators

- Local Game Store: Visit a “Friendly Local Gaming Store.” Your FLGS will be able to help you with game demos, suggestions on how to start building a game library, and connecting you with other gamers. They may also help you with discounts, or a quantity purchasing program, which will help you save some money.
- Gaming Clubs: Many communities will have gaming clubs that meet at community centers, libraries or churches. Gamers are some of the friendliest people that I know. I guarantee that they will welcome you into their club with open arms. Let them “show you the ropes” with suggestions and demos.
- eBay: Once you are familiar enough with the types of games you’d like to start your collection with, try eBay, garage sales or 2nd hand stores. I’ve gotten some incredible deals on great games in this way.
- Online Stores: If you are not lucky enough to have a FLGS, you can find several great online outlets that you can order games from. Amazon.com has a huge selection and runs fairly regular sales on their games. You can also try Cool Stuff, Inc. (coolstuffinc.com), Miniature Market (www.miniaturemarket.com) or the War Store (thewarstore.com). These are all reputable sites that I regularly order from. All of them run sales from time to time, so you can find some great deals in this way.
- Donations: Check with your FLGS or gaming clubs and see if anyone is selling older, used games. Some may actually help out with donations to jump start your collection.

Words of Caution

- Gaming is an awesome, fun hobby. It can also be a very expensive hobby. Average games are going to cost \$50 or more. Many games can run around \$100 or higher, depending on the game.
- Some games have several different versions, as well as “expansions.” Before buying a game, check with other gamers to get some feedback. FLGS owners should be able to help you with this.
- Pay attention to the number of players that a game supports, and how long a typical game takes to play. This will be important for your classroom use.

Types and Categories of Games

- I typically view games in one of several basic game types: Board games, Card/Dice games, Role Playing Games and Miniature Games
- There are also many specific categories of games. The most common are:
 - Cooperative Games – Players work together as a group to win, instead of competing against each other. (Pandemic, Mice & Mystics)
 - Deduction Games – Players use deductive reasoning and logic to win. (e.g. Escape Rooms, Clue)
 - Economic Simulation Games – Games that simulate some portions of a real economy. (e.g. Power Grid, Monopoly)
 - Eurogame – Games that originated in Germany, which typically emphasize strategy and downplay luck and conflict. (e.g. Settlers of Catan)
 - Hidden Role Games – Typically played in a social setting with a large group. Players attempt to determine the secret identity of other players. These are easy to learn and play quickly. (e.g. One Night Ultimate Werewolf)
 - Wargames – Games that usually represent an actual historical conflict. Players attempt to defeat opponents using playing pieces that typically represent military units. (e.g. Risk, Axis & Allies)
 - Role Playing Games – Players describe the actions of their individual characters, in a sort of living story or play. One player acts as a referee, or game master. Think of this as a live radio drama. (e.g. Dungeon's & Dragons)

How Do I Convince my Administration to Allow Games in My Classroom?

- Here are some quick points that can help you “sell” the idea of gaming in the classroom:
 - Games can help teach:
 - How to win and/or lose with grace
 - How to work as a team
 - How to trade and/or barter
 - How basic economic concepts work
 - Independent thinking
 - Strategic thinking
 - How to plan long term, build up resources and execute a plan of action
 - How to adapt to changing dynamics in a situation
 - Simple and sometimes complex math concepts
 - How to understand and quickly determine percentiles
 - How shy students can come out of their shells
 - How to lead
 - How to deal with betrayal

Where do I Start?

- This is only a suggested list. You'll probably get a different list, depending on who you talk to. Everyone has their favorite types of games, but this list should give you some good starting points. Many of the lists I've included below were created by the site The Dice Tower (dicetower.com). One of their founders is a former teacher, so I think this is a good resource for your listeners. I've also included the price for these games, as found on Cool Stuff, Inc. or Amazon.com.
 - Games for Teaching Science
 - Terraforming Mars \$49.95
 - Dominant Species \$79.95
 - Photosynthesis \$34.99
 - Compounded \$24.99
 - The Manhattan Project: Energy Empire \$46.99
 - Pandemic \$33.99
 - Evolution \$39.49
 - Games for Teaching History
 - TimeLine: Inventions \$12.79
 - Freedom: The Underground Railroad \$50.49
 - 1775: Rebellion \$50.49
 - Diplomacy \$21.49
 - 1960: The Making of the President \$56.99
 - Founding Fathers \$42.24
 - Twilight Struggle \$39.99
 - Through the Ages \$50.49
 - 7 Wonders \$42.49
 - Innovation - \$14.49
 - Games for Teaching English
 - Banned Words \$24.71
 - Bring Your Own Book \$10.99
 - Dixit \$29.79
 - Codenames \$14.49
 - Untold: Adventures Await \$29.99
 - Word Slam \$21.49
 - Letter GO! \$17.99
 - Knitwit \$29.79
 - Word on the Street \$22.95
 - Spyfall \$17.99

- Games for Teaching Math
 - Exit: The Game – The Secret Lab \$12.99
 - Math Flux \$11.49
 - Power Grid \$32.49
 - Take It Easy! \$17.99
 - Sushi Go Party! \$15.99
 - Stockpile \$35.99
 - Veggie Garden \$14.49
 - Formula D \$50.99
 - Drop It \$21.49
 - Qwixx \$7.99
 - Ticket to Ride \$42.99
 - Dominion \$32.49

I hope this helps. If you have any questions, please feel free to reach out to me via email at mwdibiasi@gmail.com