Social Studies Games

In **Citizen Science**, students play a teen concerned about a local lake threatened by eutrophication, a condition in which a body of water becomes starved of oxygen. Set in Madison, WI, the game brings players back in time to the 1960s, where they must uncover and solve specific pollution problems faced by the lake. Returning to the present and finding that the lake continues to face eutrophication threats, players take corrective steps to solve more recent problems. Citizen Science serves several key pedagogical functions: First, through continual evidence-based argumentation, players master the art of crafting reasoned arguments as a way to persuade others using established facts. Second, through models and simulations of scientific data collection, players learn about the factors that influence lake health, including exotic species introduction; manure and fertilizer runoff; fishing regulation; and wetland restoration. Finally, players gain an understanding of how citizens can make positive changes to their communities. Note that while the full game may take up to 90 minutes to play, a number of teaching goals can be met in considerably less time.

Subjects: Social Studies **Grades:** 3-12 **Partner:** Games Learning Society

Connected Topics: Critical Reasoning, Debate, Scientific Method, Water Pollution, Water Supply, Humans and the Environment, Algae, How a Bill Becomes a Law, Types of Writing, Context Clues, Fact and Opinion, Food Chains, Ecosystems

In **Do I Have a Right?**, players run a law firm that specializes in constitutional law. They must identify whether potential clients have a right as they bring various complaints to the firm's office. When students successfully resolve cases by matching clients with the correct attorneys, their law firm grows. As the game goes on, staff lawyers increase their areas of expertise, and prestige points can be used to hire additional attorneys; purchase new furniture for the office; or advertise in a local newspaper. During game play, students will learn to identify whether a constitutional right is being violated; match a given legal right to the constitutional amendment that protects it; plan strategically and sequence tasks; and work on informational text reading skills.

Subjects: Social Studies **Grades:** 3-12 **Partner:** iCivics

Connected Topics: U.S. Constitution, Bill of Rights, Student Rights, Civil Rights, Women's Suffrage, Scopes Monkey Trial, Miranda Rights, Trials

	Mission US immerses students in U.S. history through interactive role-playing experiences. In A Cheyenne Odyssey, students take on the role of Little Fox, a Northern Cheyenne boy whose life is changed by the encroachment of white settlers, railroads, and military expeditions in the 1860s and 1870s. As buffalo diminish and the U.S. expands westward, players experience the Cheyenne's persistence through conflict and national transformation. During game play, students must regularly decide on various actions to take. A Cheyenne Odyssey contains a significant amount of informational text, so we recommend educators play through the interactive all the way through to gauge for both grade level appropriateness and the time it will take their students to finish. **Subjects:** Social Studies **Grades:** 3-12 **Partner:** WNET Thirteen **Connected Topics:** American Indians, Westward Expansion, Wounded Knee Massacre, Trail of Tears
	In **Quandary**, players take on the role of a citizen in a new planetary colony who must make difficult decisions in situations where there are no clear right or wrong answers. These decisions will have important consequences for themselves, for others in the colony, and for the fictional planet Braxos. Students will need to analyze issues from multiple perspectives, distinguish fact from opinion, and weigh evidence while judging potential solutions. As students evaluate the claims and arguments that other characters make, they'll need to validate their reasoning and ensure that the evidence they present is relevant. This game has been built to address many Common Core State Standards, particularly within the Reading and Speaking & Listening ELA strands. **Subjects:** Social Studies, English **Grades:** 3-12 **Partner:** Learning Games Network **Connected Topics:** Ethics, Fact vs Opinion, Citizenship, Democracy, Student Rights, Scientific Method, Statistics, Food Chains, Water Supply, Paraphrasing, Research

The Sports Network 2 is a self-directed literacy learning game that puts students in the role of managing director of a sports media company. During their day at the office, students will experience authentic workplace situations, including interacting with colleagues and reading various informational texts in the form of typical workplace communications. Students' main assignment focuses on preparing for an on-air interview, which allows them to review key concepts and best practices for research projects in real life. Reading comprehension skills are also assessed as students move toward the final interview.

Subjects: Social Studies, English **Grades:** 5-12 **Partner:** Classroom, Inc.

Connected Topics: Reading Skills, Research, Main Idea, Prewriting: Organize Your Thoughts, Types of Writing, Online Sources, Outlines

English Games

In **Citizen Science**, students play a teen concerned about a local lake threatened by eutrophication, a condition in which a body of water becomes starved of oxygen. Set in Madison, WI, the game brings players back in time to the 1960s, where they must uncover and solve specific pollution problems faced by the lake. Returning to the present and finding that the lake continues to face eutrophication threats, players take corrective steps to solve more recent problems. Citizen Science serves several key pedagogical functions: First, through continual evidence-based argumentation, players master the art of crafting reasoned arguments as a way to persuade others using established facts. Second, through models and simulations of scientific data collection, players learn about the factors that influence lake health, including exotic species introduction; manure and fertilizer runoff; fishing regulation; and wetland restoration. Finally, players gain an understanding of how citizens can make positive changes to their communities. Note that while the full game may take up to 90 minutes to play, a number of teaching goals can be met in considerably less time.

Subjects: Social Studies **Grades:** 3-12 **Partner:** Games Learning Society

Connected Topics: Critical Reasoning, Debate, Scientific Method, Water Pollution, Water Supply, Humans and the Environment, Algae, How a Bill Becomes a Law, Types of Writing, Context Clues, Fact and Opinion, Food Chains, Ecosystems

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Subjects: Social Studies, English **Grades:** 3-12 **Partner:** Learning Games Network

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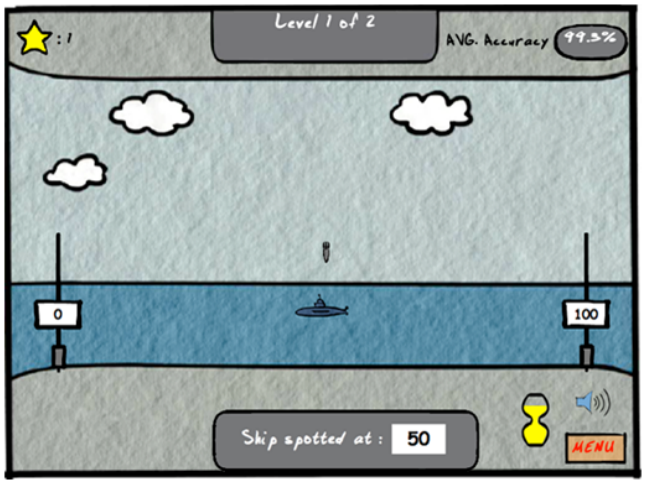
Subjects: Social Studies, English **Grades:** 5-12 **Partner:** Classroom inc.

Connected Topics: Reading Skills, Research, Main Idea, Prewriting: Organize Your Thoughts, Types of Writing, Online Sources, Outlines

Math Games

	**Battleship Numberline** Estimating numbers on a number line can be a blast! This version of Battleship Numberline is specifically designed to help students quickly and confidently estimate the size of different fractions. Did you know that a student's accuracy in number line estimation correlates with their standardized achievement scores? We developed this game specifically for students to build a strong and robust number sense, which is the foundation for future success in math. **Subjects:** Math **Grades:** K-8 **Partner:** Numbaland **Connected topics:** Decimals, Additional Topics: Fractions, Precision and Accuracy, Converting Fractions to Decimals, Reducing Fractions, Ratios, Estimating
	Lure of the Labyrinth: Employee Cafeteria: In this math game, students enter the cafeteria of the Labyrinth, where hungry monsters come to feed. Players must figure out what the monsters want to eat by using their knowledge of proportions, ratios, multiplication, division, and prime numbers. **Subject:** Math **Grades:** 3-12 **Partner:** FableVision **Connected topics:** Ratios, Proportions, Percents, Factoring, Multiplication, Division, Scientific Method

	Lure of the Labyrinth: Employee Lounge: In this math game, the monster boss desires a snack, and players need to figure out how much items cost in the vending machine. This requires students to solve problems using algebraic representation. As students explore the game and develop strategies, help them make mathematical connections. For example, the eyes in the game represent monetary values or coins. Help them identify the coins as variables. Each turn can be written and evaluated as an algebraic expression. **Subject:** Math **Grades:** 3-12 **Partner:** FableVision **Connected topics:** Equations with Variables, Adding and Subtracting Integers, Scientific Method, Factoring, Multiplication, Division, Prime Numbers
	Lure of the Labyrinth: Mine Shaft: As students enter the mines of the Labyrinth, they will be challenged with commanding demolition robots on a singular mission: blasting open new mine shafts. The robots can only do their job, however, if they can avoid hitting objects in their paths. To figure out how to successfully blast new mine shafts, students must rely on what they know about factoring, multiplication, and division. They will also utilize problem-solving and geometry skills as they attempt to control their demolitions bots. **Subject:** Math **Grades:** K-8 **Partner:** FableVision **Connected topics:** Factoring, Multiplication, Division, Scientific Method, Polygons, Polyhedrons

Monster School Bus: How many ways are there to combine numbers to add up to 10? What about combining decimals to add up to 1? As the new monster bus driver, players will plan routes to pick up as many little monsters as they can in as few trips as possible on the way to monster school. They can combine groups to create a full load and earn prizes while they watch neighborhood buildings transform all around them. Monster School Bus teaches ways of representing numbers; conveys relationships among numbers and number systems; helps players visualize numbers as sets and quantities; reinforces addition of integers and decimals; and builds new mathematical knowledge through problem solving.

Subject: Math **Grades:** K-8 **Partner:** NMSU Learning Games Lab

Connected topics: Adding and Subtracting Integers, Associative Property, Commutative Property, Decimals

Engineering and Technology Games

Guts and Bolts: It's a dark and stormy night, and in the shadows of his garage laboratory, Moby tries to create a new friend with a combination of organic parts and re-purposed household objects. Working from Moby's point of view, students must arrange and connect organs and systems into increasingly more complex configurations. Through the game''s 11 levels, students will make inferences and test hypotheses about the basic components and functions of the circulatory system, respiratory system, digestive system.

Subject: Engineering and Technology, Science, Health **Grades:** 3-8 **Creator:** BrainPOP

Connected topics: Heart, Circulatory System, Scientific Method, Digestive System, Respiratory System, Blood, Brain, Frankenstein

Prisoner of Echo: students play a researcher trapped on the asteroid 60 Echo, in a facility patrolled by robots gone haywire. These robots rely exclusively on sound to navigate their surroundings, communicate, and detect escapees. To foil the bots and escape the base, students must use their wits, their knowledge about the properties of sound, and a special Sonic Visualizer device, which allows them to see sound waves. This game is designed for use in inclusive classrooms with students of diverse learning experiences and levels. In addition to teaching the basic principles of sound and waves, it can be used to reinforce reading comprehension and English language learning.

Subject: Science, Engineering, Technology **Grades**: 5-12 **Partner**: Filament Games

Connected Topics: Sound, Waves, Electromagnetic Spectrum, Radio, Hearing, Refraction and Diffraction, Radar

Health Games

	In **Cell Command**, students embark on a series of exciting missions aboard a microscopic cell ship. At the outset, students operate a single station (e.g., the ribosome station") but eventually command all the ship's functions (e.g. duplication, membrane, mitochondria golgi complex) simultaneously. Successfully completing missions (e.g. mitigating the cellular crises that emerge when wounds need healing or muscles need flexing) earns cell experience that allows students to upgrade their cell ship their skills as commander and the skills of their crew." **Subject:** Health **Grades:** 5-12 **Partner:** Filament Games **Connected topics:** Cell Structure, Cells, Cell Specialization, Active Transport, Passive Transport, Metabolism, DNA, RNA, Mitosis
	In the **Crazy Plant Shop**, students will learn about genes and inheritance by breeding and selling a wide variety of plants, from the Plain Jane" Borinax to more zany species such as the Catcus (cactus cat) and Bunnyon (onion bunny). Profits from successful sales are used to acquire new breeds and to expand the shop's customer base. Special order requests from mysterious customers will help students understand how genetic traits get passed from one generation to the next including how dominant and recessive traits work. This game provides a clear visual introduction to the concept of alleles and to the mathematical probabilities behind Punnett squares. **Subject:** Science, Health **Grades:** 5-12 **Partner:** Filament Games **Connected topics:** Heredity, Genetics, Genetic Mutations, Gender Determination, Seed Plants, Pollination, Basic Probability, Problem Solving Using Tables

	Food Fight allows students to build a virtual food web as they learn about and producers and consumers within a biome. The objective of the game is for each player to get his or her selected animal into the biome and grow its population. Students can add one species to the biome per turn by clicking on the species' card, or they can choose to play a wild card, which is a biome-wide event such as poachers or rain. Rolling over a card or avatar reveals information about that species' predators and prey. After a species is added to the biome, status bars around its avatar show how it is doing. Challenge students to make their species outlast the others! **Subject:** Health, Science **Grades:** 3-12 **Creator:** BrainPOP **Connected topics:** Food Chains, Carbon Cycle, Ecosystems, Elephants, Energy Pyramid, Land Biomes, Nitrogen Cycle, Savanna, Symbiosis
	In **You Make Me Sick**, players take on the role of a pathogen. They'll custom-design a disease and then attempt to infiltrate a variety of unique target hosts. As players progress through the game, they must improve their pathogen's infectious properties in order to infect hosts that have progressively stronger defenses (like antibiotics and stellar hygiene). This game is a great way to help teach the anatomy and function of bacteria and viruses, and to demonstrate how such pathogens are spread. **Subject:** Health, Science **Grades:** 5-12 **Partner:** Filament **Connected topics:** Viruses, Immune System, Food Safety, Bacteria, Antibiotic Resistance, Flu and Flu Vaccine

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	Chronopticon: On a routine journey to the 19th century, Tim and Moby lose their time machine! Their only hope is the Chronopticon, a mysterious Victorian device that may allow its users to leap across time. To make the machine work and get our heroes home, players must demonstrate a comprehensive understanding of the earth, moon, and sun system. Through five levels of progressive difficulty, players will: make inferences and test hypotheses about the workings of a complex system; use models to investigate the natural world; explore connections between the earth's movement and the passage of time; manipulate the movement of the earth and moon; predict moon phases and seasonal constellations; compare the celestial sphere in the Northern and Southern Hemispheres; and have fun! **Subject**: Science **Grades**: 5-12 **Creator**: BrainPOP **Connected Topics**: Constellations, Elapsed Time, Moon, Sun, Earth, Seasons, Tides, Solstice and Equinox

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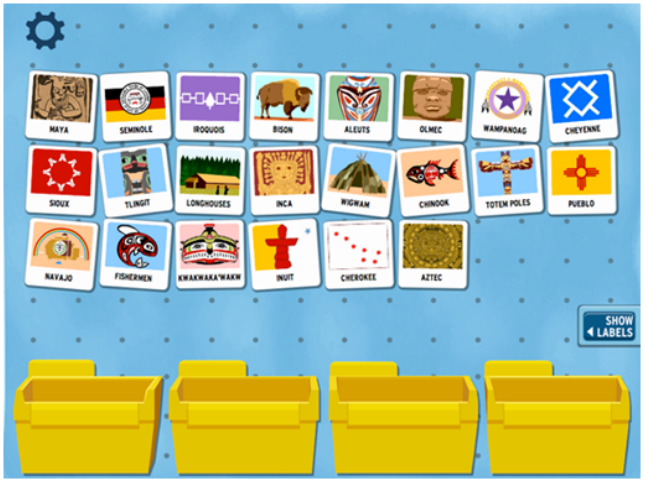
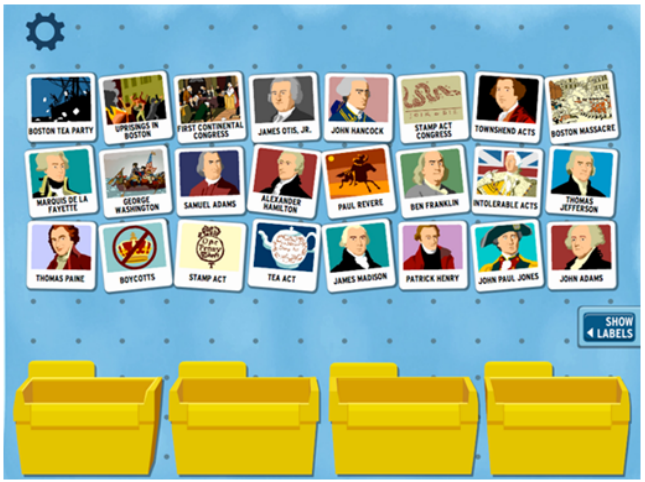
	Reach for the Sun: Behind all those leaves, roots, and petals is an intelligent bio-machine of starch, nutrients, and water. In Reach For the Sun, students take over the day-to-day maintenance of a seedling to help it grow and reproduce before winter approaches. Players must carefully gather and manage three key resources needed to create flowers and fruits so that they produce seeds for the following year. Students will learn the basics of seed plant biology and obtain a firm grasp on the costs and benefits of growing new parts. You'll never look at these organisms the same way again! This game is designed for use in inclusive classrooms with students of diverse learning experiences and levels. In addition to teaching the basic principles of plant growth, it can be used to reinforce reading comprehension and English language learning. **Subject**: Science **Grades**: 3-12 **Partner**: Filament Games **Connected Topics**: Seed Plants, Plant Growth, Photosynthesis, Pollination, Cellular Respiration, Metabolism, Autumn Leaves
	You Make Me Sick: players take on the role of a pathogen. They'll custom-design a disease and then attempt to infiltrate a variety of unique target hosts. As players progress through the game, they must improve their pathogen's infectious properties in order to infect hosts that have progressively stronger defenses (like antibiotics and stellar hygiene). This game is a great way to help teach the anatomy and function of bacteria and viruses, and to demonstrate how such pathogens are spread. **Subject**: Science, Health **Grades**: 5-12 **Partner**: Filament Games **Connected Topics**: Viruses, Immune System, Food Safety, Bacteria, Antibiotic Resistance, Flu and Flu Vaccine

Playful Assessment with Sortify

Social Studies Topics

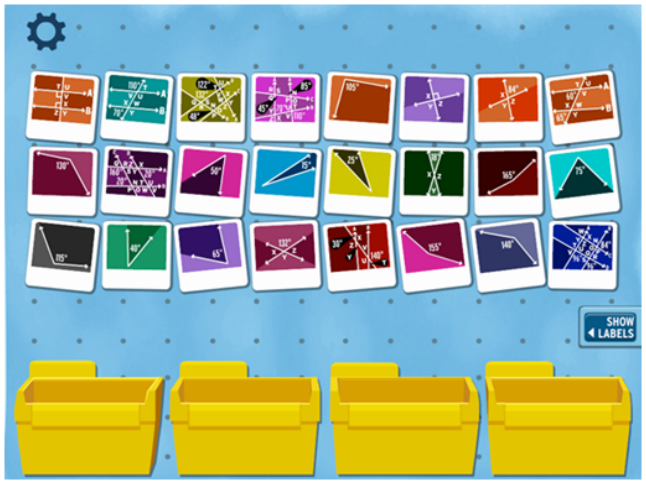
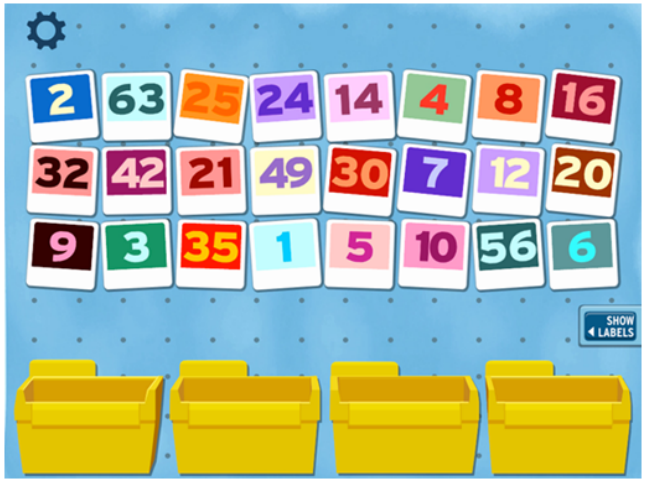
	**Sortify- American Indian History:** Categorize and sort traditional American Indian tribes and attributes of Native American groups before Columbus. **Subjects:** Social Studies **Creator:** BrainPOP **Connected Topics:** American Indians, Maya Civilization, Inca Civilization, Aztec Civilization, Iroquois Confederacy
	**Sortify- American Revolution:** Sort colonists and events leading to the American Revolution by common characteristics; pair cause and effect; and order future Presidents. **Subjects:** Social Studies **Creator:** BrainPOP **Connected Topics:** Causes of the American Revolution, American Revolution, Thirteen Colonies, Declaration of Independence, British Empire, George Washington, Benjamin Franklin, John Adams, Thomas Jefferson, James Madison

	Sortify- Continents & Oceans: Sort continents, countries and seas by geographic themes and order them by attributes such as land mass, population and proximity to oceans. **Subjects:** Social Studies **Creator:** BrainPOP **Connected Topics:** Continents of the World, Geography Themes, Latitude and Longitude, Map Skills, South Pole, North Pole
	Sortify- U.S. Constitution: Sort concepts of the U.S. government, including personal rights, the three branches, state powers, and the Supreme Court, into categories. **Subjects:** Social Studies **Creator:** BrainPOP **Connected Topics:** U.S. Constitution, Branches of Government, Bill of Rights, How a Bill Becomes a Law, Presidential Power, Supreme Court

English Topics

	Sortify- Nouns: Sort nouns into categories, change them to plural and adjective forms, and use them to complete a sentence. **Subjects:** English **Creator:** BrainPOP **Connected Topics:** Nouns, Adjectives, Parts of Speech
	Sortify- Parts of Speech: Show what you know about Parts of Speech by craftily categorizing tiles into the bins where they belong. **Subjects:** English **Creator:** BrainPOP **Connected Topics:** Parts of Speech, Adjectives, Adverbs, Nouns, Verbs and Their Objects, Subject-Verb Agreement, Subject and Predicate

Math Topics

	**Sortify- Angles:** Categorize and sort angles by type and fill in the blanks to determine the missing angle values. **Subject:** Math **Creator:** BrainPOP **Connected topics:** Angles, Geometry, Parallel and Perpendicular Lines, Similar Figures
	**Sortify- Multiplication:** Practice multiplication and division by sorting numbers into multiples and factors of given numerals. **Subject:** Math **Creator:** BrainPOP **Connected topics:** Multiplication, Factoring, Division, Associative Property, Commutative Property

Health Topics

Sortify- Nutrition Categorize foods as grains, vegetables, proteins, and dairy; sort foods by nutrient content; and group food items into balanced meals.

Subject: Health **Creator:** BrainPOP

Connected topics: Nutrition, Fats, Carbohydrates

Arts and Music Topics

Sortify- Musical Instruments: Categorize and sort music makers including woodwind, percussion, string, and brass instruments by common attributes and origins.

Subject: Arts and Music **Creator:** BrainPOP

Connected topics: Strings, Woodwinds, Brass Instruments, Percussion, Latin Music

Science Topics

	Sortify- Current Electricity: Sort energy sources and energy loads and categorize electricity terms by units, paths, voltages, and types of current. **Subject**: Science **Creator:** BrainPOP **Connected Topics**: Current Electricity, Electric Circuits, Electricity, Energy Sources
	Sortify- Natural Resources: Sort Earth's resources into origins and categories, including renewable, non renewable and recyclable, and connect raw and finished products. **Subject**: Science **Creator:** BrainPOP **Connected Topics**: Natural Resources, Gas and Oil, Fossil Fuels, Humans and the Environment, Water Pollution, Air Pollution, Recycling, Energy Sources

	Sortify- Elements of the Periodic Table: Sort elements of the periodic table by attributes, such as symbol and group, and order by atomic mass and valence electrons. **Subject**: Science **Creator:** BrainPOP **Connected Topics**: Atoms, Metals, Isotopes, Atomic Model