



Games to Support Core Standards

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	Kindergarten Language Arts	K-5 & 6-12 Language Arts, Literacy, History, Science			K-5 & 6 -12 Speaking & Listening		K-5 & 6 - 12 Language Usage			Kindergarten Mathematics	Gr 1-5 & 6-12 Mathematics				
		Key Ideas	Craft & Structure	Integration	Comprehension & Collaboration	Presentation	Conventions	Knowledge of Language	Vocabulary	Numbers	Shapes & Patterns	Gr. 1 & 2	Gr. 3	Gr. 4	Gr. 5
7 ate 9											X	X	X		
Albert's Insomnia												X	X	X	X
Appleletter							X	X	X						
Bananagrams							X	X	X						
Cardline (Animals or Globetrotters)				X	X	X									
Dixit		X			X	X									
Forbidden Island		X			X	X									
Great States		X		X											
Last Letter							X	X	X						
Math Dice & Math Dice Jr.									X		X	X	X	X	X
Pathwords							X	X	X						X
Pairs in Pears	X						X	X	X						
Roll & Play	X														
Rory's Story Cubes			X	X	X	X	X	X	X						
Set Jr.										X					
Shut the Box												X	X	X	
Smartmouth							X	X	X						
Teddy Mix & Match										X					
Tell-Tale	X		X	X	X	X	X	X	X						
Tenzi											X	X	X	X	X
Timeline (several versions)		X		X	X	X									
Ukloo	X								X						
What's Gnu							X	X	X						
WordARound								X	X						
Zingo (several versions)	X						X	X	X						
Zingo 1-2-3									X		X				
Zip-It							X	X	X						

Game Descriptions

7 ate 9 - Ages 8 and up - 2 to 4 players - Math

It's as easy as 1, 2, 3! Players add, or subtract, 1, 2, or 3 to the number on the top card on the pile to determine if they have a card that can be played next. Sounds simple, but with everyone playing simultaneously, the options are constantly changing. The first player out of cards wins!

Albert's Insomnia - Ages 8 and up - up to 12 players or teams - Math

This is a mental math game that requires players to think and solve equations. Albert's Insomnia helps with mental math, math facts, learning order of operations, critical and creative thinking skills practice and so much more. Can be played in small groups or collaboratively in a large group or classroom.

Appleletter - Ages 5 and up - 1 to 4 players - Early Spelling/Reading/Vocabulary

Appleletters is the addictive game for early readers where players work together to build a "word worm" by adding words to the head or tail. Appleletters helps to develop spelling skills, enhance strategic thinking, encourage cooperation, promote turn-taking, and improve concentration.

Bananagrams - Ages 7 and up - up to 8 players - Spelling/Vocabulary

Players race against each other to build crossword grids and use all their letter tiles. There's no turn-taking to be found here—it all happens at once and it's a race to the finish.

Cardline (several versions) - Ages 7 and up - 2 to 8 players or teams - Reading/Applied Knowledge

Players will challenge themselves and their friends in testing their logic and memory skills while trying to place their cards in order by one of several criteria. With each card played the game gains in complexity and is guaranteed to teach something new to all. The winner is determined by the first player to successfully place all of their cards during a round. Cardline Animals: Place cards in order by the size, weight or lifespan of the animals. Cardline Globetrotters: Place cards in order by population, pollution, gross domestic product or land area

Dixit - Ages 8 and up - 3 to 6 players - Storytelling/Communication/Language Usage

Dixit is the lovingly illustrated game of creative guesswork, where your imagination unlocks the tale. In this award-winning board game, players will use the beautiful imagery on their cards to bluff their opponents and guess which image matches the story. Guessing right is only half the battle – to really succeed, you'll have to get your friends to decide that your card tells the story!

Forbidden Island - Ages 10 and up - 2 to 4 players - Communication/Problem Solving/Cooperation

Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss! A Mensa award winner.

Great States - Ages 6 and up - 2 to 6 players - Reading/Applied Knowledge

This land is their land and kids can test their knowledge of it with this award-winning Great States! board game. Answer timed questions to show how well you know state capitals, locations and landmarks in this learn-as-you-play game of history and geography. Also available in a Jr. version for ages 4 and up.

Last Letter - Ages 8 and up - Multiplayer - Spelling/Vocabulary

The Classic Last Letter Game with a Creative Twist! Last Letter will inspire creativity, laughter and quick thinking. Race to blurt out a word from one of the picture cards in your hand. Think fast and remember that your word must begin with the last letter of the word previously called. The unique illustrations will spark imagination and allow for endless opportunities for new words. So simple yet so tricky it might render you speechless!

Math Dice & Math Dice Jr. - Ages 8 and up - Multiplayer - Math

Math becomes more fun when you think on the fly! Roll the two 12-sided target dice and multiply them to get a target number. Roll the three scoring dice and combine these numbers using addition, subtraction, multiplication, division, or even powers to build an equation that is closest, or equal to, the target. This mental challenge helps players sharpen math skills by solving problems in a fun new way. Jr. version is for ages 6 and up. It includes one 12 sided and five 6-sided dice.

Pathwords - Ages 12 and up - Single Player - Spelling/Vocabulary/Spatial Reasoning

PathWords is the exciting new game that combines the best of Pentominoes and Word Search! Place the puzzle pieces onto the selected challenge so the letters under each piece spell a word. Words are read forward or backward - letters will not be scrambled. With 40 challenges from Beginner to Expert, PathWords appeals to both word game lovers and puzzle fanatics and will have you exercising your brain for hours. Also available in a Jr. version for ages 6 and up.

Pairs in Pears - Ages 3 and up - 1 to 4 players - Reading/Spelling/Vocabulary

Packed with 8 fun and educational activities 2 competitive word games, Pairs in Pears grows from the pre-reader stage all the way through adulthood. With developmental activities like Pattern Grouping & Letter Hunt for pre-readers and wordplay activities like Rhyming & Fill in the Blank for early readers, kids will learn while having fun. And it gets even juicier with two fast, fun games that have players racing to build word grids in friendly competition.

Roll & Play - Ages 18mo and up - Multiplayer - Early Reading/Social Play/Following Instructions

To play, simply toss the big plush cube and identify which colored side faces up. Choose a matching color card and perform the simple activity shown like "Make a happy face" or "Moo like a cow". Reinforces taking turns, social play, and following directions. Also supports reading skills.

Rory's Story Cubes - Ages 8 and up - 1 or more players/teams - Storytelling/Communication/Language Usage

Rory's Story Cubes is a pocket-sized creative story generator, providing hours of imaginative play for all ages. With Rory's Story Cubes, anyone can become a great storyteller and there are no wrong answers. Simply roll the cubes and let the pictures spark your imagination! Also available: Story Cubes Actions and Story Cubes Voyages.

Set Jr. - Ages 4 to 8 - 2 to 4 players - Pattern Recognition

Like the original Set game, this is a fun and challenging game. The two-sided game board offers flexible ways to play. On side 1: Match your tile to a square on the board. Get a point chip for every SET made. Start to recognize SETs while matching color, number and symbols. On side 2: race to find as many SETs as you can! Original SET is a card game, and for ages 8 and up.

Shut the Box - Ages 8 and up - Multiplayer - Math

Shut-the-Box is a traditional game of counting, mathematics, and probability. Roll the dice and flip down any numerical combination of tiles that match your roll using addition. Keep on rolling until you can no longer flip down any tiles. The lowest score wins the game. If you flip down all the tiles, then you've "shut the box." Depending on the manufacturer of the game, there may be 9 or 12 tiles.

Smartmouth - Ages 8 and up - Multiplayer - Reading/Spelling/Vocabulary

It's a race to make the best word in 60 seconds! Roll the die to determine the word category. Slide the Letter Getter to reveal two letter tiles and, using those letters, shout out a word that fits the given category before the timer runs out. The player who calls out the first word and the player with the highest ranking word both collect a letter tile for the round. Once all tiles are gone, the player with the most tiles wins!

Teddy Mix & Match - Ages 3 and up - Memory Skills/Pattern Recognition

These 12 cute teddy bear pairs make this a favorite way to develop memory skills! Shuffle the teddy-shaped picture cards & lay them face down on the table. Players try to uncover the most matching pairs to win.

Tell-Tale - Ages 5 and up - 1 to 8 players - Storytelling/Communication/Language Usage

Discover the art of storytelling with Tell Tale. Be guided through your own unique tale using cards illustrated with a variety of characters, settings, objects and emotions. If a picture is worth a thousand words, imagine the possibilities with 120 inspiring images! Create your own storyboard or improvise a tale together; there are four ways to play! In this creative storytelling game, everybody is a winner. Tell Tale Fairy Tales is also available.

Tenzi - Ages 5 and up - 1 to 4 players - Math

The world's Fastest Dice Game! The object of the game is to get all ten of your dice to show the same number. Requires 2-4 players. Everyone gets ten dice. Someone says "Go." Then everyone rolls and rolls as fast as they can until someone gets all their dice on the same number. Game play can be used to chart probabilities, make predictions, and support other mathematic and scientific principles.

Timeline (several versions) - Ages 8 and up - 2 to 8 players - Reading/Applied Knowledge

Place your cards in the correct order on the timeline. First player to get rid of all their cards win! Easy and fast to play, Timeline is a great way to reinforce historical events and more. Several versions available, each with a different focus, including: Historical Events, Inventions, Discoveries, and Diversity which covers many different subjects.

Ukloo - Ages 4 to 7 - 1 or more players - Early Reading

Ukloo is a reading treasure hunt game for early readers. It's active and engaging and so much fun the players have no idea that they are actually building their reading skills! Players are up and moving around to find the hidden clue cards. If the players get stuck on a word, they are empowered to look up the word themselves with the aid of a Picture Helper Poster. Can be played in teams.

What's Gnu - Ages 5 to 8 - 2 to 4 players - Early Reading/Spelling/Vocabulary

A fun confidence-builder for early readers, What's GNU helps young players build their spelling skills and vocabularies. Slide the Letter Getter to reveal two letter tiles, then use the tiles to create three-letter words on the Word Cards. The player to build the most words wins! With lots of word options, red vowels, and two levels of play, What's GNU supports word building skills like nothing else!

WordARound - Ages 10 and up - 2 or more players - Reading/Vocabulary

Who knew that positioning a word in one continuous ring would make it so tricky to read? The challenge in WordARound is to quickly figure out where the word starts and to read it aloud before your opponents. The game seems so simple, but you'll find yourself baffled as you race to spot and call out words!

Zingo (several versions) - Ages 4 and up - 2 to 6 players - Early Reading/Spelling/Vocabulary

The original Zingo is an innovative game that encourages pre-readers and early readers alike to match the pictures and words on their challenge cards with the tiles revealed in the Zingo! Zinger device. The first player with a full card wins the game by yelling “Zingo!” Two levels of play, and several game variations keep the zaniness going for hours! Also available: Zingo Sight Words Coming soon: Zingo Word Building

Zingo 1-2-3 - Ages 4 and up - 2 to 6 players - Math

With Zingo! 1-2-3, players must match their numbered tiles to their corresponding challenge card. The first player with a full card wins the game by yelling “Zingo!” Two levels of play focus on counting and addition. Zingo! 1-2-3 builds early number sense skills in young players as they associate digits with images and text and supports early math learning through counting and pattern recognition. Coming soon: Zingo Time Telling

Zip-It - Ages 7 and up - 2 players - Spelling/Vocabulary

ZIP-IT is an exhilarating, high-speed, two-player game played with 24 lettered cubes and colored scoring zippers that come built into the pouch. Each player takes 12 cubes and races against their opponent to build a word grid. One round can be played in as little as 20 seconds, and everything you need is in the bag! Each pouch includes a WEORDS dictionary of weird words that win word games!

Not listed, but also available: Teaching Clocks, World Maps, Abacus, manipulatives that support spatial reasoning like Magformers and Tangoes, brain-teasers and puzzles that stress logic and problem solving.

We are always ready to help teachers and parents find toys and games that are educational and fun. Our goal is to be sure children get the support they need to master skills, without realizing they are practicing, studying, or doing something educational. Please feel free to contact us with any special situations or needs.