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Board Game Club

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Nebraska Honors Program
CLC Expanded Learning Opportunity Clubs
Information Sheet

Name of Club: Board Game Club

Age/Grade Level: First, Second, Third, Fourth, and Fifth Grade

Number of Attendees: 8-11

Goal of the Club: (learning objectives/outcomes)

- Explore a variety of different games from board games to card games, with variations in collaboration
- Learn the different rules and requirements for each game, and execute them while playing.
- Develop Sportsmanship and explore the idea of “Fairness”

Content Areas: Literacy, Wellness (Physical Education, Health, Nutrition & Character Education)

Lesson Plan Worksheet #1

Lesson Name	Sportsmanship and TCGCP
Lesson Date	2/10/2023
Approximate Run-Time	65 Minutes
Supplies	<ul style="list-style-type: none">● Name Tag Stickers● Marker● Two Truths and a Lie paper<ul style="list-style-type: none">○ Writing utensils for them to circle the lie● Taco, Cat, Goat, Cheese, Pizza Card Game (2)<ul style="list-style-type: none">○ One deck can have 6 players

Directions:

- As students enter the classroom, Walk around and meet each student. Every student will need a name tag, written in marker.
- Slideshow (10 Minutes)
 - Complete a Mini-Lesson on what it means to have Sportsmanship and Play Fair.
 - Encourage Participation, Prompts, and Questions written within the speaker notes.
- Two Truths and a Lie (15 Minutes)
 - This is the only time we are allowed to lie in this classroom!
 - Teacher #1 will make sure every student has a pencil and information paper while Teacher #2 explains the directions.
 - Teacher #2 will use hers as an example.
- Taco, Cat, Goat, Cheese, Pizza (30 Minutes)
 - Instructions in the Slideshow
 - TCGCP
- You, Me, Left, Right (15 Minutes)
 - Instructions in the Slideshow

Conclusion of the Activity: Whiteboard Games

- Allowed students to decompress and relax after having a competitive game.
- Challenged their brains to determine the themes applied to the walls.

Parts of the Activity that Worked Well:

- Mini Lesson had a good allowance of communication from the children, there was some disruption by some students, but nothing that couldn't be redirected.

- For one of the Groups of TCGCP - Overall a great game, with no fighting or sadness from losing.

Parts of the Activity that Did Not Work:

- One of the other groups of TCGCP had some students who were sad about losing

Lesson Plan Worksheet #2

Lesson Name	Card Games!
Lesson Date	2/24/2023
Approximate Run-Time	45 Minutes
Supplies	<ul style="list-style-type: none">● UNO● Decks of Cards (One deck/Four People)

Directions:

1. Go Noodle (3:15-3:25)
 - a. Pass out nametags while students are filtering into the classroom.
 - b. Complete One to Two Activities
 - i. Allow fro students to pick which channel or song.
2. UNO! (3:25-3:45)
 - a. Explain rules (5 Minutes)
 - b. Split into two groups and play! (15 minutes)
3. IF NEEDED - Additional GoNoodle (3:45-3:50)
4. Cheat (3:45-4:05)
 - a. Explain the Rules (5 minutes)
 - b. Play (15 Minutes)

Conclusion of the Activity:

- Congratulating those who won, and reflecting on what the kids thought of Cheat and UNO.

Parts of the Activity that Worked Well:

- A lot of the kids already knew how to play UNO, which made for it to be a very easy game for the students to learn.

Parts of the Activity that did not work:

- Learning Cheat took much longer to teach the kids than originally planned. For the kids to fully understand, and effectively play, it took roughly 10 minutes, but some kids could of used more time.

Lesson Plan Worksheet #3

Lesson Name	Interactive Board Games
Lesson Date	3/3/23
Approximate Run-Time	45 Minutes
Supplies	<ul style="list-style-type: none">● Headbands● Connect Four (2-3 Sets)

Directions:

1. Go Noodle (3:15-3:25)
 - a. Have students pick which to complete
 - b. One to Two Activities from the website
2. Explain Both Games
 - a. Headbands
 - b. Connect Four
3. Split into two groups (3:25-3:45, 3:45-4:05)
 - a. Group 1 - Connect Four
 - i. For students who are waiting to play Connect Four, there will be word searches, Tic Tac Toe, UNO, or Taco Cat available to play
 - b. Group 2 - Headbands
 - i. All students in this group will play headbands. Cards will be distributed by Teacher, students will ask yes or no questions by turning around the circle.
4. Wrap-up and Clean-up
 - a. Pick up each station (4:05-4:08)
 - b. What did you guys like about the flexibility of today?
 - c. Are there any activities you would like while waiting for a game that we may not have multiple of?

Conclusion of the Activity:

- Allowed for reflection questions directly from the students, which allowed us to further plan activities.

Parts of the Activity that Worked Well:

- The Word Searches and Crosswords were great additions for those who needed to decompress, or in between games.

Parts of the Activity that did not work:

- We provided many alternative activities, which led to students wanting to complete different activities than each other.

Lesson Plan Worksheet #4

Lesson Name	Freeplay
Lesson Date	3/10
Approximate Run-Time	45 Minutes
Supplies	<ul style="list-style-type: none">● Variety of Game Options● Whiteboard Markers

Directions:

1. GoNoodle
2. Explain the options available, List all on the whiteboard
 - a. Most of these games were activities the children already knew, or games we had played in the past
 - b. Headbands, Connect Four, Uno, Cheat, Chess, and Checkers

Conclusion of the Activity:

- Each child was responsible to clean up the stations that they were playing with.

Parts of the Activity that Worked Well:

- Children enjoyed the opportunity to play previous games and explore additional options.

Parts of the Activity that did not work:

- Some games that require more than 2 people became difficult due to small class attendance this week (right before spring break)

Lesson Plan Worksheet #5

Lesson Name	Checkers and Chess
Lesson Date	3/24
Approximate Run-Time	45 Minutes
Supplies	<ul style="list-style-type: none">● Chess and Checker Boards (One Board/Two Students)● Chess and Checker Piece Sets (One Set/Two Students)● Whiteboard Markers<ul style="list-style-type: none">○ The development of a bracket - Optional but with March Madness going on it was a huge hit

Directions:

1. As children are eating snacks, allow them to choose whether they would like to play Checkers or Chess
 - a. Make sure that each student has a partner.
2. Divide into groups and explain the rules for the coordinating games
 - a. Chess
 - i. Teach students the names, placements, and abilities of each of the pieces. Split into pairs and oversee/troubleshoot the games.
 - b. Checkers
 - i. Teach students how to set up the board, and basic rules
3. Develop a Bracket to allow for further gameplay
 - a. Written on the whiteboard
 - i. Include a redemption bracket to allow for the continuance of gameplay
4. After 20 minutes, or the end of a game, children can change which they play (Checkers or Chess)

Conclusion of the Activity:

- Have children pick up the pieces they were using and place the items in the coordinating places.

Parts of the Activity that Worked Well:

- Checkers was a game children were familiar with, which allowed for playing to begin quickly.
- Chess was really enjoyed by the children, and they all were encouraging of each other

Parts of the Activity that did not work:

- It was hard to oversee lots of games at one time as there were many pairs of students playing and lots of questions to be answered at the same time.

Lesson Plan Worksheet #6

Lesson Name	Clue, Parchessi and Sorry
Lesson Date	3/31 and 4/14
Approximate Run-Time	45 minutes
Supplies	<ul style="list-style-type: none">● Clue<ul style="list-style-type: none">○ Clipboards, Pencils, and Paper● Parchessi● Sorry

Directions:

1. Explain the Rules of each game for the class period
 - a. Clue
 - i. Instructions are listed within the slideshow.
 - ii. Make sure to say “Injured” instead of “Murdered”
 - b. Sorry
 - i. Explain the rules that will be used since lots of students have different variations that they are used to.
 - c. ParChessi
 - i. This is a new game for most students; the rules will have to be explained before they start.
2. Divide the group in half
 - a. Group 1 plays Clue
 - b. Group 2 plays Parchessi and/or Sorry
 - c. This activity will take two sessions, the groups will switch activities during the second week
3. Play the Games! (40 Minutes)
 - a. Clue
 - i. Have each student grab a Pencil, Clipboard, and Paper prior to sitting down
 - ii. Deal out the cards for each player while they do this, to allow for gameplay to begin as soon as possible
 - b. ParChessi
 - i. Have half of the group set up for ParChessi. This will only be up to four people.
 - ii. Have the group roll the dice to determine the highest roller/first player to take a turn.
 - c. Sorry

- i. Have the other half of this group set up for Sorry and play rock paper scissors to determine the first player to take their turn.

Conclusion of the Activity:

- Wrap up by saying “Thank you for playing” and by cleaning up the stations they were at

Parts of the Activity that Worked Well:

- The children were very engaged in this week's games.
- They enjoyed having the option between Sorry, Parcheesi, and Clue.

Parts of the Activity that did not work:

- While children really enjoyed the clue, there was some negative language used when considering the “Injury” and weapons. Allowed for further education on how to be respectful and change vocabulary.
- Having Sorry and ParChessi, games that are only up to four players, could be tricky depending on how many students are in each group.

Lesson Plan Worksheet #7

Lesson Name	Apples to Apples
Lesson Date	4/21/2023
Approximate Run-Time	45 minutes
Supplies	<ul style="list-style-type: none">• Apples to Apples - multiple sets if needed

Directions:

1. Explain the rules of the game
 - a. Show students red and green cards; explain the differences between each
2. Depending on numbers split into two groups (ideally 4-6 in each group)
 - a. Sort the cards into a green pile and a red pile
3. Play! (40 minutes)
 - a. Play until someone has collected a given number of green cards
 - b. Combine groups if students leave before the club is over

Conclusion of the Activity:

- Have students pick up cards and put them away in their respective boxes

Parts of the Activity that Worked Well:

- The students really enjoyed today's game.
- The multiplayer aspect was nice- group sizes could be flexible.

Parts of the Activity that did not work:

- A few of our students left early, so it was hard to continue with the same groups with smaller numbers than anticipated

Lesson Plan Worksheet

Lesson Name	Card Games & Cheat
Lesson Date	5/5
Approximate Run-Time	45 minutes
Supplies	<ul style="list-style-type: none">• Individual sets of cards• Set of cards for cheat

Directions:

1. Set up
 - a. Pass out individual decks of cards with folders of instructions for various games
 - i. Include games that we have learned this year, and then additional single-player games for them to learn over the summer.
 - b. Have students who would rather play Cheat come to the front of the room. The rest are free to get together and play the games from their packets.
2. Play!
 - a. Oversee the students that are working individually or in their own groups with their own card games

Conclusion of the Activity:

- The students can take their decks of cards and folders with game instructions with them as an end-of-the-year gift from us.

Parts of the Activity that Worked Well:

- Children really enjoyed being able to play Cheat again as this was a class favorite!

Parts of the Activity that did not work:

- Learning the new games for some of the students was challenging.