

Novenops!

Game Link: [Novenops!](#)

[Watch the video!](#)

Objective:

- To be the first to play all of the cards in your hand

Players

- **3-5 players**

Ages

- 6 & up

Set Up

- Unfold the game board
- Shuffle the deck and deal each player 5 cards

How to Play:

- The first player places a noun card on the noun spot on the game board.
 - If the player does not have a noun card, they draw from the deck until they find one. Once they have a noun card they play that card and play continues clockwise.
- The second player plays a verb card with the same parameters.
- Play continues with a noun card and then a phrase card. Once the phrase card is played the player playing that card reads the sentence aloud.
- Play continues by building on the base sentence. As new additions are added to the sentence, players can read the new sentences they created.
- Special Cards:
 - Period:
 - Allows the player to finish the sentence without playing a phrase card
 - Keep Talking:
 - Allows the player to play two cards in a row. If the player doesn't have the two cards, the player must draw until they do.
 - Skip:
 - Allows the player to skip their turn.
 - Chatterbox:
 - Allows the player to play 4 cards in a row. If the player doesn't have four cards, the player must draw until they do.

Letter Treasure Hunt

Game Link: [Letter Treasure Hunt](#)

[Watch the Video!](#)

Objective:

- Be the first to find all of the predetermined amount of letters and bury their treasure on island X.

Ages & Players:

- 1-4/ 5 and up

Set Up

- Assemble the game board by interlocking the 4 game board pieces
- Shuffle the deck and place them next to the game board
- Each player selects a ship and places it by the mainland on the board
- Select a captain's log

How to Play:

1. First decide how many letters you want to hunt for
 - a. The amount of letters you choose to hunt for determines your Captain's ranks
 - i. North Star captain: 6 letters
 - ii. Gemini Captain: 12 letters
 - iii. Orion Captain: 19 letters
 - iv. Double-Orion Captain: 26 letters
2. Spin the spinner, the closest to X goes first
3. The first player spins the spinner and sails their ship to the corresponding island
 - a. Island X can not be visited until the end of the game, so if X is spun go again
4. Once at the island, draw a card
 - a. Captain's Orders Cards
 - i. Involves gross motor activities
 - b. Untold Adventure Cards
 - i. Cards that will either help or hurt your chances of finding treasure (i.e. lose a turn or take an extra turn)
5. After completing the directions on the given card, write the letter of the island in your captain's log
6. Find the treasure on the island and write what the treasure is on the "treasures" section of the captain's log.
7. Once a player has found the desired number of letters they move their ship to island X on their next turn. They must draw a card and follow the directions before winning the game.

A Fist Full of Coins

Game Link: [A Fist Full of Coins](#)

Objective:

- To collect the most gold coins

Players:

- Up to 4

Ages:

- 5 and Up

Set Up

- Game board is set in front of the first player
- Game cards are sorted by level, shuffled, and placed on their designated spot on the game board
- Spread playing pieces out in the holding area
- Set aside gold coins

How to Play:

1. Youngest player starts by picking a level card
 - a. The player can choose their desired level of difficulty (from level 1 to level 4)
2. The player reads the instructions and then place the card face down
 - a. The player can read the playing card as many times as needed before completing the assembly task but they can not touch the playing pieces during this time
3. The appropriate pieces are assembled on the game board according to the directions
4. The player describes what he/she did.
 - a. If errors are made retelling what they did then they try again
5. The player verifies whether they are correct or not by checking game card
6. Coin(s) are awarded once the player successfully completes their turn (read instruction, do the task, and explain what they did).
 - a. If the pieces are assembled correctly then players receive 1 coin for level one, 2 coins for level two, etc.
 - b. If mistakes are made subtract 1 coin for one mistake, 2 coins for two mistakes, etc.
 - c. Players always receive at least one coin

Helpful Hints

1. Review each of the game pieces with all players to ensure each player understands what the pieces are
2. Move the game board each turn so that it is directly in front of the current player

Obstacles

Game Link: [Obstacles](#)

Objective:

- Find solutions to the proposed problems using the tools you are dealt

Players:

- 2-5

Ages:

- 5 and Up

Set Up

- Place the home path card aside and shuffle the remaining path cards
- Set the deck face down on the table, draw the top card placing it face up on the table
- Shuffle the tool cards and deal as follows
 - 2-3 players: 8 cards each
 - 4 players: 7 cards each
 - 5 players: 4 cards each
- Players place their tool cards face up on the table in front of them

How to Play:

1. Youngest player starts by selecting a tool card from their hand and offers an explanation of how the tool could be used to overcome the obstacle that is pictured on the face up path card.
2. Each player takes turns choosing one of their tool cards and offering their own explanation of how that tool would be used to overcome the obstacle
3. After all players have offered their tools and explanations work together to offer new solutions
 - a. Any tool card displayed can be used
 - b. Tool cards can be combined
4. Decide which solution is the “best”. The criteria for “best” may be:
 - a. Most effective
 - b. Silliest
 - c. Most inventive
5. Continue with a new round by playing a new path card and replenishing tool cards.
 - a. The new path card is placed adjacent to the previous path card
6. Play continues in this fashion until:
 - a. Interest wanes
 - b. Time runs out
 - c. A predetermined number has been reached
7. After the final obstacle is conquered, the home path card is placed at the end of the road and the game is complete.

Left Center Right

Game Link: [Left Center Right](#)

Objective:

- To be the last player with coins

Players:

- **3 or more**

Ages:

- 5 and up

Set Up

- Each player starts with 3 coins (pennies or other small manipulatives can be used if there are not enough chips for the number of players)

How to Play:

1. The first player rolls the three L/C/R cubes
2. The player moves their chips depending on what they rolled
 - a. L: for the amount of Ls rolled the player passes that number of chips to the left
 - b. R: for the amount of Rs rolled the player passes that number of chips to the right
 - c. C: for the amount of Cs rolled the player puts that number of chips in the center pot
 - d. Dot: player keeps the amount of chips equal to the amount of dots rolled
3. When a player has only 1 or 2 chips he rolls only 1 or 2 cubes
4. If a player has no chips he is still in the game but does not roll the dice
5. The last player with chips is the winner, does not roll the cubes, and wins the center pot

Trunks

Game Link: [Trunks](#)

[Watch the Video](#)

Objective:

- To be the first player to build a *Trunks* sequence

Players:

- 2-6 players

Ages:

- 5+

Set Up

- Choose which level(s) you will be playing and what types of cards you want to use during game play.
- Shuffle the cards and place on the playing surface.
- The playing mat can be used if a visual reference of the completed Trunks sequence is needed.

How to Play:

1. The first player draws the top card and reads the card aloud. The player then turns the card face down in front of them and performs the action from memory.
2. If the player is successful in completing the action from memory, they keep the card and this becomes their first card in the player's memory sequence.
3. The second player then repeats the same sequence; drawing a card, reading it aloud, and performing the action from memory. Play continues through all remaining players.
4. Once it is the first player's turn again, a second card is drawn, read aloud, and placed next to the first card. The player now performs both the first and second actions from memory.
5. Play continues in this manner until a player collects all 4 sections of the elephant's trunk and successfully completes the four step memory sequence.
6. If a player draws a trunk piece that they already have it replaces that trunk piece in the players memory sequence.

Catch The Match

Game Link: [Catch the Match](#)

Objective:

- To be the player with the most cards

Players:

- 2-8 players

Ages:

- 5-adult (I find the cards to be a little young to be played with my older students)

Set Up

- Place two playing cards face up on the playing surface

How to Play:

1. All players play at the same time.
2. Each player is looking for the object that is exactly the same on both playing cards.
3. The first player to find the pair calls out the name of the object and points to the objects on the playing cards.
4. If correct, the player takes the card that has been played the longest as a token.
5. A new card is turned over and play continues in the same manner.
6. When all the cards run out, the person who has the most cards wins.

Day & Night

Game Link: [Day & Night](#)

[Watch The Video!](#)

Objective:

- Copy the patterns using the wooden blocks

Players:

- 1

Ages:

- 5+

Set Up

- Place the wooden blocks in sight on the playing surface.
- Choose a challenge from the activity booklet.

How to Play:

1. The player arranges the blocks to match the picture challenge.
2. Check to make sure all details are correct.

Right Turn Left Turn

Game Link: [Right Turn Left Turn](#)

Objective:

- To be the first player to collect six direction cards

Players:

- 2-8

Ages:

- 6+

Set Up

- To set this game up you would place the 7 officer cards randomly in a circle face up on the table with the officer's feet pointing toward the center of the circle
- The direction cards are shuffled and placed face down in the center of the circle in the center of the circle

How to Play:

1. Any player flips over the top direction card
2. On the direction card there is a symbol and three directions
 - a. The symbol matches a symbol on one of the officer cards; that indicates where the starting point is
3. Each player figures out where the destination would be based on the directions on the card. The directions must be executed in order.
4. The first player to figure out where the destination will be calls the symbol on that card.
5. If they are correct they keep the direction card, if they are incorrect they are out for that round and must discard a previously won card as a penalty.
6. The game continues with a new direction cards and ends when a person collects 6 direction cards.

Monkey Memory

Game Link: [Monkey Memory](#)

Objective:

- To be the player with the most monkey coins

Players:

- 2-8

Ages:

- 5+

Set Up

- Each player takes a solution card.
- The object cards are separated into two identical sets.
- The dealer chooses seven of the object cards to be played the first round and lays them in a row.
- The matching set of objects cards are shuffled and one card is removed without any of the other players (including the dealer) seeing which is removed and it is set aside.

How to Play:

1. The oldest player deals first; after that the dealer passes in a clockwise direction
2. The dealer reveals one object card
3. The dealer then places another object card directly on top of the previously played object card, in such a way that each player gets a brief glimpse of the card.
4. This continues until the dealer has played all of the object cards; at that point the player turns the top card over.
5. Each player must then figure out what the missing card is, each player puts their thumb over the object they think is missing on their solution card.
6. All players reveal their solution simultaneously.
7. The seventh card is then revealed and all the players with the answer receives a point coin.
8. This continues until each player has had a turn to be the dealer twice, the player with the most points wins.

Hoppers

Game Link: [Hoppers](#)

Objective:

- Leave only one frog on the board

Players:

- 1

Ages:

- 7+

Set Up

- Choose a desired level of difficulty.
- Pick a corresponding card and place the frogs on the board according to what is depicted on that card.

How to Play:

1. The frogs move from lily pad to lily pad only in the direction indicated by the inscribed lines on the game board.
2. Frogs can only move by jumping over another frog, on an adjacent lily pad, and landing on the next pad.
3. When a frog is jumped over it is removed from the pond.
4. No non jump moves are allowed
 - a. Frogs may not jump over an empty lily pad
 - b. No frog may land on another frog
 - c. No frog may jump over two frogs at a time
5. When only one frog remains you win

Links for Other Great Activities

1. [Move Your Body Fun Deck](#)
2. [Upper Body & Core Strength Fun Deck](#)
3. [Body Awareness Fun Deck](#)
4. [Find It Activities](#)