

# Let's Play! Using Games to Build Execute Functioning Skills

Bonnie Massimino M.Ed. BCET

[info@learningwise.org](mailto:info@learningwise.org)

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### Game-based learning "take-homes":

- Games are fun and engaging for students, and give them "brain breaks" from challenging academics,
- There is psychology behind why people enjoy games - both competition and teamwork increase motivation.
- Use games not only as a reward, but also as an authentic learning activity and teaching tool.
- When implementing games, focus on goal/skill first, and then choose game to fit that goal.
- Make a point to talk about strategies and guide students toward strategies.

Low-tech options (no cards or board needed)	Examples of EF skills used
• 20 Questions	O, F/S, GDP
• 5 Second Rule (Play Monster) / Taboo (Hasbro)	TI, TM, RI
• Guess My Rule	O, F/S, GDP
• Link 26 (MindWare), 60 Second Slam (Endless Games)	O, P/P
• Pictionary or charades	TI, F/S, TM
• Simon Says, freeze dancing	RI, TI
<b>Medium-tech options (game materials needed, but can be shared through a document camera or screen sharing)</b>	
• Distraction (Think Fun games), Stare (Game Development Group)	WM
• Logic puzzles/games (Think Fun Games has several.... Cat Crimes, Rush Hour, Chocolate Fix, Hoppers, etc.)	F/S, O, logical thinking, sequencing
• Spot It (Blue Orange games)	RI, TI, F/S
• Sushi Go & Sleeping Queens (Gamewright)	F/S, P/P, O
<b>**Physical Games that have High-tech versions (virtual games)</b>	
• Chess, Checkers ( <a href="http://www.toytheater.com">www.toytheater.com</a> , <a href="http://www.mathisfun.com">www.mathisfun.com</a> )	
• Connect 4 ( <a href="http://www.silvergames.com">www.silvergames.com</a> )	P/P, RI, metacognition
• Mancala, Backgammon ( <a href="http://www.mathplayground.com">www.mathplayground.com</a> )	
• Mastermind ( <a href="http://www.mathplayground.com">www.mathplayground.com</a> )	F/S, O, metacognition, GDP
• Memory/matching ( <a href="http://www.kidsmathgames.com">www.kidsmathgames.com</a> has several versions)	WM, P/P, GDP
• Pencil Puzzles / One Line & mazes ( <a href="http://www.thelogicgame.com">www.thelogicgame.com</a> )	GDP, M, P/P
• Rush Hour/Traffic Jam ( <a href="http://www.mathplayground.com">www.mathplayground.com</a> )	F/S, O, M, GDP
• SET ( ( <a href="http://www.setgame.com">www.setgame.com</a> )	O, P/P, F/S, M, TI, GDP
• Simon ( <a href="http://www.kidsmathgames.com">www.kidsmathgames.com</a> )	WM, RI, P/P
• Yahtzee (Hasbro, or several apps available)	F/S, O, GDP, P/P
<b>High-tech options (virtual game boards/games)</b>	
• Minesweeper ( <a href="http://www.mathisfun.com">www.mathisfun.com</a> , <a href="http://www.kidsmathgames.com">www.kidsmathgames.com</a> )	O, WM, P/P, RI, logical thinking
• Mousetrap ( <a href="http://www.brainpages.org">www.brainpages.org</a> )	P/P, M, O, RI
• Task management games (ex. Diner Dash, Farmville, etc.)	TM, P/P, F/S
• Tetris ( <a href="http://www.mathisfun.com">www.mathisfun.com</a> )	P/P, visual processing,

Task Initiation (TI), Flexibility/Shifting (F/S), Metacognition (M), Working memory (WM), Goal-directed persistence (GDP), self-monitoring (SM), Organization (O), Planning/Prioritizing (P/P), Response Inhibition (I), Time management (TM)