Fun Games for Summer Learning

Prerequisite Skills
Mr Potato Head (position words)
Candy Land (colors/patterns)
Chutes and Ladders (number recognition, counting)
Hopscotch (number recognition and identification)
Dominoes (number recognition, counting, number order)

Counting/Sequencing/ Number Sense
Dominoes
Chutes and Ladders
Hi Ho Cherry O
Mancala
Dutch Blitz
Go Fish
Battle
Hi Lo Flip

Pattern Recognition & Strategy
Quirkle
SET
Swish
Blink
Connect Four
Shuttles
UNO

Addition/Subtraction
Rat-A-Tat-Cat
Sum Swamp
Frog Juice
Zeus on the Loose
Sleeping Queens
Tri-Ominos
Sequence Numbers
Hi Ho Cheery O
Dominoes
Cribbage

Multiplication/Division
Mythmatical Battles
Incan Gold
Roll'n Multiply Life

Money
Monopoly
Pay Day

Logic
Sudoku
Chocolate Fix
Rush Hour
Chess
Checkers

Probability
Yahtzee
Settlers of Caton

Geometry/Spatial Reasoning
Tangoes Jr,
Equilibro
Architecto
Blokus
Swish
Battleship
Shapes Up
Kanoodle

Variations to Games

Go Fish - (remove Jack, Queen, King, and Jokers)

1) Find pairs that add up to 10
2) Find pairs that match and give total
3) Create pairs that could be split to create doubles when adding (4+2=3+3=6,7+5=6+6=12)
4) Create pairs that have a difference of 1, so they can be added using knowledge of doubles. (2+4=3+3=6)

Hopscotch -

1) Leave a space blank (identify number next)
2) How many spaces to reach the end
3) Count backwards

Battle - (remove Jack, King, Queen, and Jokers)

1) Add the pair, the largest value wins (2+3 beats 4+5)
2) Determine the difference. Subtract the smallest value from the largest value. The largest total wins. (5-3 beats 6-5)
3) Flip first card to determine 10s digit. Second flipped card is the 1s digit. Have one player figure which value is greater. Largest value wins. (3 6 beats 4 1)
4) Flip a third card. Add three (use strategy to determine which two to add first) Largest total wins. (1,3,5 = 1+3+5 = 9 beats 1,2,4= 1+2+4=7)

Fun Games to Support Learning

Bop It Bop It (eye-hand coordination, memory retention, integration resiliency)
Boggle (pattern recognition, integration)
Cranium (bottom-up and top-down strategies)
Rummikub (patterning, problem-solving, integration)
Simon (auditory-visual patterning)
Simon Says (auditory vigilance/resiliency, active listening)
Twister (Integration, critical thinking)
Red Light Green Light (listening, gross motor, balance, coordination, auditory vigilance/ resiliency)
Taboo (vocabulary development, verbal fluency, critical thinking, problem-solving)
Scrabble (Integration, linguistics skills, visual patterning)
Very Silly Sentences
Zingo
Scatergories
What's GNU
Hedbanz
Guess Who?
Mad Libs
Memory games, Sequence games, Bingo games that support learning

References: Ethiopia.org, Prodigy.com, Figured Instruction (Teachers Pay Teachers or Facebook), love2learn2day.com, Mindeducation.org