



HELIVESUS

Board Game Class

2023-2024

CHI SCHOOL PIK



Collaboration | Emotional Learning | Social Skill

*This class – full of faces looking to us.
These students – full of potential to be unlocked.
Our calling is truly *for such a time as this*.
We come to develop their
collaboration,
emotional learning,
and *social skills*.*

**They are
future leaders.**





Entrepreneurship Board Game Class Curriculum 2023-2024

We give students knowledge that leads to heart and character change.

Students need to play with their friends collaboratively as they develop some essential skills for their lives.

Parents want to see their children happily learning the best educational board game.



Kindergarten

Click on each title to watch how-to-play video!

[Concept Kids: Animals!](#) (Week 1-2)

Discover the world of animals in a fun and innovative way.

Goals for students:

- Improve knowledge of various animal species.
- Categorize animals based on different features, enhancing vocabulary and understanding of descriptive attributes.
- Provide information about animal behavior, habitats, and characteristics, offering an opportunity for children to learn about the natural world.

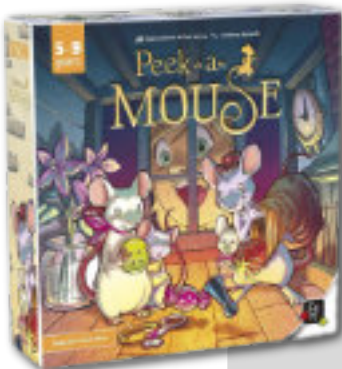


[Rhino Hero: Super Battle](#) (Week 3-4)

A turbulent 3D stacking game.

Goals for students:

- Requires precise and controlled hand movements.
- Help improve fine motor skills in players of all ages.
- Develop spatial awareness and understanding of balance and stability.



[Peek-a-Mouse](#) (Week 5-6)

Try to spot items are in the house so that you can find them later.

Goals for students:

- Improve memory and recall abilities.
- Enhance visual perception and pattern recognition skills.
- Requires children to pay close attention to the images on the tiles to spot matching pairs, improving their attention to detail.

Kindergarten

Click on each title to watch how-to-play video!



[My Very First Educational Play Zoo](#) (Week 7-8)
Zookeeper Tim and his curious animals are ready to play with you!

Goals for students:

- Reinforce their knowledge of colors and shapes while playing.
- Recognize different animals and associate them with their images.
- Involve counting spaces or using a die, introducing young children to basic counting and number recognition.



[Bubble Trouble](#) (Week 9-10)

In the cooperative sea adventure you have to aim and throw skillfully.

Goals for students:

- Encourages communication, collaboration, and teamwork as players strategize and make decisions collectively.
- By analyzing the situation, discussing options, and finding solutions together, players enhance their problem-solving skills.
- Encourage them to keep trying and not give up, fostering resilience and perseverance.



[Multi-Level Snakes & Ladders](#) (Week 11-12)

Land on a ladder to climb levels, or a snake and slide through tunnels to a lower level.

Goals for students:

- Practice counting and recognizing numbers as they move their game pieces.
- Teaching players the importance of waiting for their turn and practicing patience during gameplay.
- Learn about probability as they understand the likelihood of rolling certain numbers.

Kindergarten

Click on each title to watch how-to-play video!



Yummy Yummy Pancake (Week 13-14)

Identify pancakes in a frying pan, but were you paying enough attention to know what's there?

Goals for students:

- Set goals and work towards achieving them.
- Improve fine motor skills and hand-eye coordination.
- May pretend to be chefs, fostering creativity and imaginative play.

Snail Sprint (Week 15-16)

Lucky dice rolls and skillful moves will get your snails to the winner's podium.

Goals for students:

- Help reinforce color recognition in young players.
- Provide opportunities for children to practice counting and recognizing numbers.
- Set goals and work towards achieving them, experiencing a sense of accomplishment as their snail progresses.



Ubongo Junior (Week 17-18)

The puzzle board game of tile -laying and pattern-matching.

Goals for students:

- Reinforce shape recognition skills.
- Develop spatial awareness and the ability to visualize how the pieces fit together.
- Encourage problem-solving skills as they find the best way to fit the pieces in the given space.



Kindergarten

Click on each title to watch how-to-play video!



[SOS Dino](#) (Week 19-20)

Volcanoes are erupting!

Dino-dash to save dinosaur eggs and get to high ground.

Goals for students:

- Encourage communication, collaboration, and teamwork as players strategize and make decisions collectively.
- Strategize and plan moves to protect the most critical areas of the board and save as many eggs as possible.
- Learn to cope with setbacks and practice good sportsmanship whether they succeed or face difficulties.

[Turtle Mania](#) (Week 21-22)

Help create a space on the island for the turtles as they arrive.

Goals for students:

- Develop spatial awareness as they navigate the turtles along the path.
- Improve fine motor skills and hand-eye coordination in young players.
- Need to observe the position of turtles on the board and plan their moves accordingly to advance their turtles



[Ticket to Ride: First Journey \(Europe\)](#) (Week 23-24)

The whole family races to collect tickets and travel by train from east to west.

Goals for students:

- Develop spatial awareness and learn how to plan their routes efficiently.
- Plan routes and collect train cards strategically to complete their destination tickets and earn points.
- Introduce young players to geographic locations and map reading as they connect train routes on the game board.



Grade 1-3

Lower Elementary

Click on each title to watch how-to-play video!



Zombie Kidz Evolution (Week 1-2)

Save the school from a cartoonish zombie horde.

Goals for students:

- Requires students to work together.
- Teachers students how to collaborate, communicate, and strategize as a team to achieve a common goal.
- Need to come up with creative solutions to overcome challenges and obstacles presented by the game.

Dixit Odyssey (Week 3-4)

Give the perfect clue so most players guess the right surreal image card.

Goals for students:

- Encourages students to think creatively.
- Fostering clear and creative communication.
- Analyzing the connections between images and concepts and making informed guesses requires critical thinking and deduction.



Recto Verso (Week 5-6)

Form construction teams with the goal of creating skylines of similar beauty and eccentricity.

Goals for students:

- Requires an understanding of spatial relationships.
- Needs ability to visualize patterns and configurations.
- Must anticipate their partner's moves and consider how their own moves will impact the overall game dynamics.

Grade 1-3

Lower Elementary

Click on each title to watch how-to-play video!



Survive: Escape From Atlantis (Week 7-8)

Save the school from a cartoonish zombie horde.

Goals for students:

- Form temporary alliances or negotiate deals to help each other.
- Helps improve decision-making skills under time constraints.
- As students experience setbacks and unexpected events, they must manage their emotions and maintain a level-headed approach to the game. This can contribute to emotional resilience and self-control.

Ubongo 3D (Week 9-10)

Geometric Puzzle Game with Three-Dimensional Blocks

Goals for students:

- Helps improve visual-spatial memory.
- Requires players to understand spatial relationships and visualize how pieces fit together in three dimensions.
- The time pressure and puzzle-solving challenges can help players manage stress and improve their ability to focus under pressure.



Magic Maze (Week 11-12)

Go collect the local Magic Maze shopping mall for all the necessary equipment they need for their next adventure.

Goals for students:

- Requires players to collaborate and communicate effectively to achieve common goals.
- Requires players to make quick decisions under time pressure, enhancing their time management skills.
- Communicate using non-verbal cues, gestures, and expressions to convey information and coordinate actions without speaking.

Grade 1-3 Lower Elementary

Click on each title to watch how-to-play video!



Quirky Circuits: Penny & Gizmo's Snow Day Circuits (Week 13-14)

Cute robots need help to complete tasks across quirky scenarios!

Goals for students:

- Programming the robot involves planning and sequencing a series of actions.
- Develop an understanding of how algorithms work and their impact on outcomes.
- Must figure out how to program the robot to navigate obstacles and achieve specific goals.

Ticket to Ride: First Journey (U.S.) (Week 15-16)

Races to collect tickets and travel by train from coast to coast.

Goals for students:

- Needs to plan their routes strategically to connect cities efficiently.
- Requires players to understand spatial relationships and visualize connections between cities.
- Involves simple addition as players collect train cards and calculate the number of train cars needed to claim a route.



Go Go Gelato (Week 17-18)

Be the quickest to stack your gelato cone in the right color combination.

Goals for students:

- Requires precise hand-eye coordination.
- Develops pattern recognition skills as they quickly identify the correct combinations.
- Needs to pay close attention to customer orders and ensure they select the correct gelato flavors.

Grade 1-3

Lower Elementary

Click on each title to watch how-to-play video!



[My First Castle Panic](#) (Week 19-20)

Protect the castle and its wall from the onslaught of cute monsters.

Goals for students:

- Learns how to collaborate, communicate, and make decisions as a team.
- Encourages players to work together to protect their castle from monsters.
- Involves analyzing the situation, identifying priorities, and finding solutions.

[Sonar](#) (Week 21-22)

Two submarines hunt one another in the deep.
Be the first to score two hits to win.

Goals for students:

- Makes decisions based on limited and incomplete information.
- Needs to plan their submarine movements and actions strategically to outmaneuver their opponent.
- Must communicate effectively with their teammate to coordinate movements and strategize.



[Dragon Market](#) (Week 23-24)

Run and jump from boat to boat looking for the royal wedding presents!

Goals for students:

- Needs to plan ahead to collect the right combination of items.
- Introduces basic economic concepts, such as supply and demand, as players compete for limited resources.
- Students must manage their resources efficiently to make strategic decisions about trading and acquiring items.

1. Jayden
2. Davin
3. Keefer
4. Hubert
Ms. Carlyn

peka EARTHQUAKE

peka

WHAT TO DO IN



Grade 4-6

Upper Elementary

Click on each title to watch how-to-play video!



Turing Tumble (Week 1-2)

Mechanical puzzle game that simulates fundamental computer principles.

Goals for students:

- Provides an introduction to programming concepts and algorithmic thinking.
- Gain understanding of how computers use binary digits to represent data and perform calculations.
- Introduces students to fundamental logic gates used in Computer circuits, such as AND gates, OR gates, and XOR gates.

Pictomania (Week 3-4)

A drawing game in which everyone is both drawing and guessing at the same time.

Goals for students:

- Improve drawing skills, both in terms of speed and accuracy.
- Learn to express ideas visually and understand the interpretations of other's drawings.
- Develop observational skills, learning to identify key details and make accurate guesses based on limited information.



Codenames Picture (Week 5-6)

Give your team one-word picture to help them spot their agents.

Goals for students:

- Encourages creative thinking and finding innovative ways to convey information concisely.
- Improves verbal communication and the ability to express ideas succinctly.
- Listening to teammates, considering their suggestion, and coordinating efforts.



Grade 4-6

Upper Elementary

Click on each title to watch how-to-play video!



[Ticket to Ride: San Francisco](#) (Week 7-8)

Place cable cars everywhere in San Francisco to connect tourist spots.

Goals for students:

- Connect routes and nodes between destinations.
- Draw cards from open display to meet objectives within the game.
- Gain the most value out of available cards under given circumstances.

[Magic Market](#) (Week 9-10)

Buy and sell goods in the fairy tale market to satisfy customers and earn money.

Goals for students:

- Buy or sell resources to market where prices can vary.
- Encourage making deals with other players when negotiating.
- Track and memorize information that gives players an advantage.



[Letter Tycoon](#) (Week 11-12)

Build words, earn money, and patent the letters your rivals might use.

Goals for students:

- Competitively use their knowledge of the language.
- Focus on spelling words from various letters in hand.
- Save and invest money to buy patents of special ability.

Grade 4-6

Upper Elementary

Click on each title to watch how-to-play video!

[Decrypto](#) (Week 13-14)

Decipher your opponent's code before they decipher yours.

Goals for students:

- Foster deductive reasoning and logical thinking.
- Learn to collaborate, listen to teammates, and strategize as a group.
- Think creatively to link words together in unconventional and clever ways.



[Castle Panic](#) (Week 15-16)

Work together to defend their castle.

Goals for students:

- Assess risks and decide when to take calculated risks to achieve your objectives.
- Learn of teamwork and how effective collaboration can lead to better outcomes.
- Learn to analyze the situation, identify potential threats, and find ways to eliminate or mitigate them.

Grade 4-6 Upper Elementary

Click on each title to watch how-to-play video!

[My First Bohnanza](#) (Week 17-18)

Farm beans, harvest crops, and trade your way to fortune.

Goals for students:

- Make mutual agreements through discussion and negotiation.
- Manage cards depending on cards held and cards played by opponents.
- Use the most space in the field to farm beans, harvest, and sell to the market.



[Detective Charlie](#) (Week 19-20)

Help Detective Charlie solve a new mystery in Mysterville, before tea time!

Goals for students:

- Discuss different types of logical reasoning.
- Form conclusions based on available premises.
- Use a set of observations and truthful feedback to narrow down possibilities.



Grade 4-6 Upper Elementary

Click on each title to watch how-to-play video!

Cupcake Academy (Week 21-22)

Work together with your fellow pastry chefs to organize your kitchen.

Goals for students:

- Help you visualize and manipulate shapes to fit them correctly.
- Enhances your ability to identify and apply patterns in different contexts.
- Coordinate actions, share ideas, and collaborate effectively to achieve a common goal



Werewords Deluxe Edition (Week 23-24)

Figure out the magic word before time is up, and you win!

Goals for students:

- Requires deductive reasoning and logical thinking to connect the dots between the different pieces of information gathered during the game.
- Observe others's behavior and responses, potentially giving them insights into the roles of their fellow players.
- Encourages social interaction and builds social skills, as players must engage with one another through discussion, debate, and even deception.





Grade 7-12

Middle and High School



Click on each title to watch how-to-play video!

Klask (Week 1-2)

Use magnets to push a ball into the goal, but beware of falling in yourself!

Goals for students:

- Enhance sportsmanship.
- Improve hand-eye coordination.
- React quickly to changing situations.

Chronicles of Avel (Week 3-4)

Take on new challenges and stand up to fight the new mysterious forces of evil.

Goals for students:

- Foster ability to analyze situations to make optimal moves.
- Plan ahead and make decisions that can have long-term consequences.
- Enhance social skills, sportsmanship, and the ability to respect and understand the perspectives of other players.



Turing Machine (Week 5-6)

Crack codes using a real analog computer.

Goals for students:

- Improve problem-solving abilities through the machine's rules.
- Understand computational concepts such as the execution of algorithms.
- Foster computational thinking, which involves breaking down complex problems into smaller, manageable steps

Grade 7-12

Middle and High School

Click on each title to watch how-to-play video!



[The Crew: Mission Deep Sea](#) (Week 7-8)

Dive into the deep sea to search for the lost continent of Mu.

Goals for students:

- Work together as a team on broader campaigns.
- Restrict certain types of communication, like speech.
- Coordinate their actions to achieve common conditions for success.

[The Resistance: Avalon](#) (Week 9-10)

Pit the forces of good and evil in a battle to control the future of civilization.

Goals for students:

- Assignment of various roles that are not publicly disclosed.
- Teams of players compete with one another to obtain victory.
- Promote social interaction skills such as awareness of body language, social communication, cooperative skills, and social etiquette.



[MegaLand](#) (Week 11-12)

Run the level, collect the treasure, build the city.

Goals for students:

- Calculate probability for greater risk and reward.
- Manage collected goods to buy a combination of buildings.
- Build the best city from from the income generated by buildings.



Grade 7-12

Middle and High School

Click on each title to watch how-to-play video!

[Pandemic Hot Zone: Europe](#) (Week 13-14)

Save Europe from succumbing to a viral pandemic.

Goals for students:

- Use the character's unique abilities to research for cures.
- Make effective use of a variety of action/operational points.
- Talk extensively with team members about how to overcome challenges to win.



[7 Wonders](#) (Week 15-16)

Develop ancient civilization and build its wonder of the world.

Goals for students:

- Manage money and resources in an effective way to grow a civilization.
- Draft cards to balance the economy, education, and the military.
- Learn about the civilizations Egypt, Greek, and Rome.



Grade 7-12

Middle and High School



Click on each title to watch how-to-play video!

[Under Falling Skies](#) (Week 17-18)

You and your team command the forces of a city holding off invading aliens.

Goals for students:

- Use the character's unique abilities to research for cures.
- Make effective use of a variety of action/operational points.
- Talk extensively with team members about how to overcome challenges to win.

[Modern Art](#) (Week 19-20)

Four types of auctions challenge players in this classic game or art speculation.

Goals for students:

- Assess potential consequences and decide on the best course of action.
- Analyze the patterns and make predictions based on the information available.
- Building resilience and perseverance to overcome difficulties and improve gameplay is part of the learning experience.



Grade 7-12

Middle and High School

Click on each title to watch how-to-play video!

Iberia (Week 21-22)

Travel from Barcelona to Lisboa to cure malaria, typhus, yellow fever, and cholera.



Goals for students:

- Learn about historical diseases and the challenges faced by medical professionals during that era.
- Gain insight into disease management and the importance of monitoring outbreaks, isolating infected areas, and developing vaccines or treatments.
- Encourages collaborative problem-solving and shared decision-making among players.

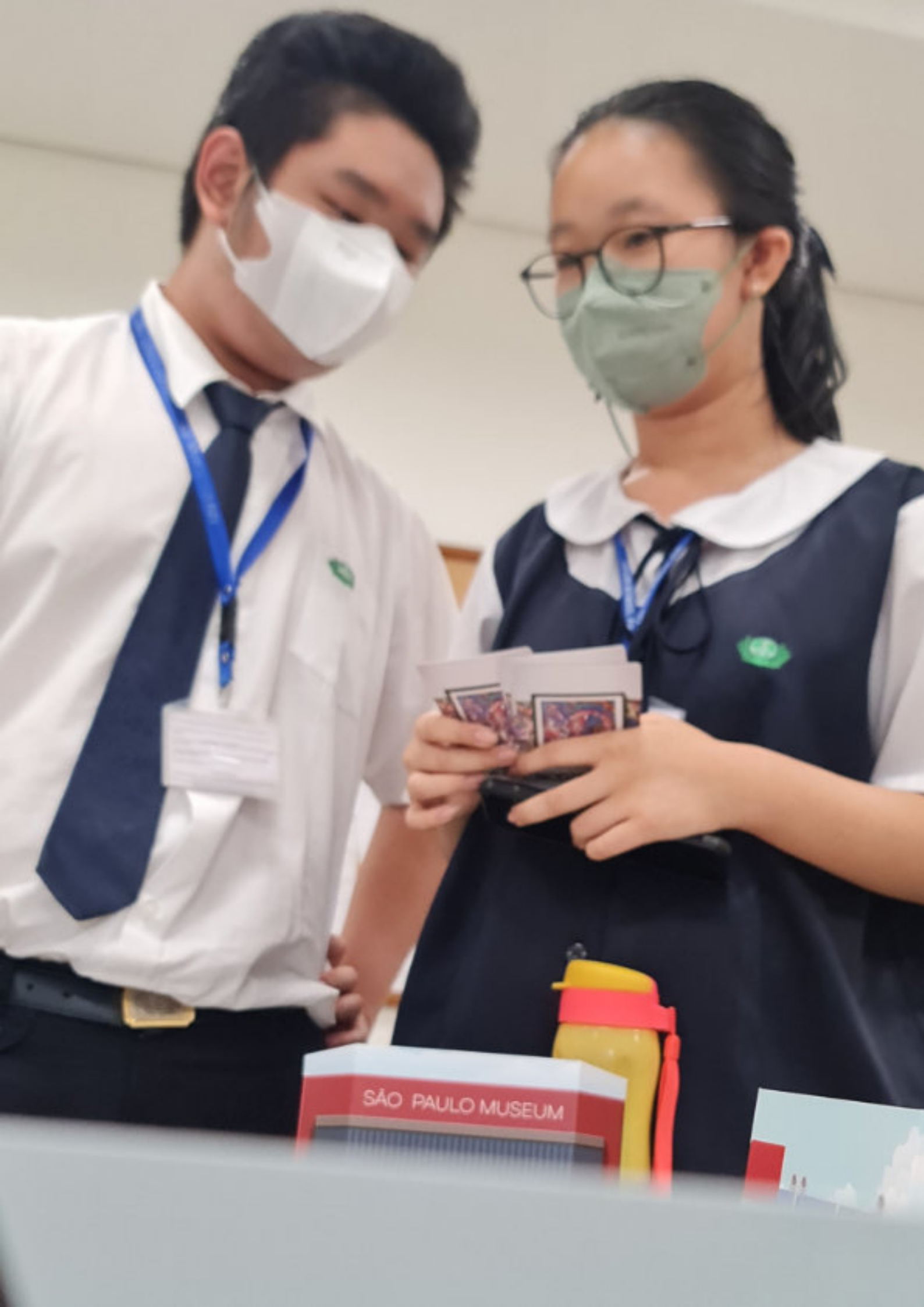
Unlock! Game Adventures (Week 23-24)

Solve puzzles to escape the worse in these board game themed scenarios.

Goals for students:

- Think critically and analytically to solve puzzles and find connections between different clues.
- Learn to think outside the box and explore unconventional approaches to problem-solving.
- Learn to celebrate victories as a team and handle defeats gracefully, recognizing that the journey and experience matter more than the outcome.





SÃO PAULO MUSEUM

Board Game Class is dedicated to academically providing educational board game of a 21st century skills worldview to support students with collaboration, emotional learning, and social skills.