

OVERVIEW
BOARD GAMES IN THE CLASSROOM
Science Content Area



**CHEMISTRY
FLUXX**

Age: 8+
5 to 30 minutes
2 to 6 Players

LOONEY LABS
Andrew Looney

OBJECTIVE: *Players play cards that will change the rules of the game. The cards will have to do with actions, new rules, goals, and keeper cards (cards that help them achieve the goal necessary to win). Goals will contain compounds (with the common name and elements that are associated with it.) The game continues until someone meets the condition of the current goal.*

VOCABULARY USED

Element, Compound, Noble Gas, Transition Metals, Diatomic Molecules, Spontaneous Reaction

COMMON CORE SCIENCE STANDARDS

Classification of Matter Unit: Use the periodic table as a model to predict the relative properties of elements based on the patterns of electrons in the outermost energy level of atoms, Construct and revise an explanation for the outcome of a simple chemical reaction based on the outermost electron states of atoms, trends in the periodic table, and knowledge of the patterns of chemical properties, Developing and Using Models, Obtaining, Evaluating, and Communicating Information, Structure and Properties of Matter, Patterns, and Structure and Function.

MYP/DP, 21st CENTURY SKILLS

*MYP: Knowing and Understanding, Change, Relationships, Systems, Models, Function, Interactions, Patterns
21st Century: Collaboration, Knowledge Construction, and Self-Regulation*

NGSS: SEP: *Asking questions and defining problems, Obtaining, evaluating, and communicating information, Analyze and interpret data for patterns: Emphasis is on finding patterns of changes in the level of complexity of anatomical structures. CCC: Systems and system models, Structure and function, Energy and Matter DCI: PS1A: Structure and Properties of Matter, PS1B: Chemical Reactions, PS2B: Types of Interactions, PS3A: Definitions of Energy, PS3C: Relationship Between Energy and Forces*

