

## OVERVIEW

# BOARD GAMES IN THE CLASSROOM

Science Content Area



### ELEMENT POKER

Age: 8+  
30 minutes  
2 to 10 Players

**ENGAGE GAMES**  
Jason Bodnar

**OBJECTIVE:** *Element Poker combines 52 elements from the periodic table with Texas Holdem or 5 card draw. It's your chance to learn the properties of elements and their relationships while playing poker!*

### VOCABULARY USED

*Alkaline Earth Metal, Alkali Metal, Alloy, Element, Halogen, Metalloid, Noble Gas, Nonmetal, Periodic Table, Transition Metal*

### 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, 21<sup>st</sup> CENTURY SKILLS

**MYP:** *Knowing and Understanding, Change, Relationships, Systems, Models, Function, Interactions, Patterns*  
**21<sup>st</sup> 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* **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.*

