

NERD WORDS:  
SCIENCE

## OVERVIEW

# BOARD GAMES IN THE CLASSROOM

### Science Content Area



### NERD WORDS: SCIENCE

Age: 13+  
20 to 40 minutes  
2 to 12 Players

#### GENIUS GAMES

Eric Slauson  
John Coveyou

**OBJECTIVE:** This is a word game in which teams compete to correctly identify secret science terms from a series of clues. Each round, a clue giver chooses a science term for the other players to guess. The Clue giver generates a series of clues related to the term. The other players have 1 minute to discuss possible options and submit their guesses to earn points. Both the clue giver and the Teams may place bets to reap greater rewards. The team with the most points at the end of the game wins!

### VOCABULARY USED – Covers 579 terms used in science from these topics:

General Science, Biology, Chemistry, Earth Science, Medical Science, Physics, Physical Science, and Space Science.

### 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, Skilled Communication.

### NGSS: Physical Sciences, Life Sciences, Earth and Space Sciences, Engineering, Technology, and Applications of Science

**SEP:** Asking questions and defining problems, Obtaining, evaluating, and communicating information. **CCC:** Structure and function **DCI:** (PS1A) Structure and properties of matter, (PS1C) nuclear processes, (PS2A) forces and motion, (PS3A) definitions of energy, (PS4C) information technologies and instrumentation, (LS4B) structure and function, (ESS1B) information processing, (LS4B) natural selection, (ESS1B) Earth and the solar system, (ESS2A) Earth materials and systems.

