

## OVERVIEW

# BOARD GAMES IN THE CLASSROOM

### Science Content Area



### WINGSPAN

Age: 10+  
40 - 70 minutes  
1 to 5 Players

**STONEMAIER GAMES**  
Elizabeth Hargrave

**OBJECTIVE:** You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions). The winner is the player with the most points after 4 rounds.

### VOCABULARY USED

Ornithology, Ornithologist, Competition, Habitat, Nest Type, Anatomist, Cartographer, Specialist  
**Terms and concepts implied in gameplay:** Herbivore, Carnivore, Biotic Factors, Abiotic Factors, Food Chain, Food Web

### COMMON CORE SCIENCE STANDARDS

**Structure and Function Unit:** Develop and use a model to illustrate the hierarchical organization of interacting systems that provide specific functions within multicellular organisms. Structure and Function, Systems and System Models, Stability and Change.

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

**MYP:** Knowing and Understanding, Change, Relationships, Systems, Models, Function, Inter actions, Patterns  
**21<sup>st</sup> Century:** Collaboration, Knowledge Construction, Self-Regulation, and Skilled Communication

**NGSS: SEP:** Developing and Using Models. Asking questions and defining problems, Obtaining, evaluating, and communicating information. **CCC:** Structure and Function, Systems and System Models, Stability and Change. **DCI:** LS2-3: Ecosystems: Interactions, Energy, Dynamic, LS2-6: Ecosystems: Interactions, Energy, Dynamics, LS2-7 Ecosystems: Interactions, Energy, Dynamics, LS2-8: Ecosystems: Interactions, Energy, Dynamics

