

**Game Station**

***Get Your Game On!***

*Crestview High School Library*

*Teen Library Program*

*Kathy Bennett*





**Game Station** – ***“Get Your Game On!”***

**"The world would be a better place if we all sat down and**

**played board games more often."**

Grades 9-12

**Length of program**

60-90 minutes - the last day of every school 9 weeks

**Program Overview**

At the end of each 9 weeks, students are given an opportunity to have a half day of fun at school. This program will be used during the fun day every 9 weeks of the school year. This day is also tied in with the school’s mini-relay for life. Students pay $1 to enter each room to play a game or watch a movie. The library will be hosting a game station program this year. All of the proceeds go toward the school mini-relay for life. This program will supplement the other activities that go on during this day of fun and the game station will be held in the library and just outside the library in the hall. Students will be permitted to play even if they do not donate money to the relay for life.

In this program, teens play all kinds of games rotating from station to station. Games will include: computer games, board games, card games, novelty games, strategy games, and corn hole. The program begins with short icebreakers to help the teens get to know each other. When the teens are comfortable with each other, they can begin free play at timed intervals of 20 minutes.

Game station can be very fun and easy to develop free-play events or tournaments. In a tournament, winners of each round play each other in finals until an ultimate winner is determined. Tournaments can be lots of fun but may require more time to play, planning, preparation, and staff or volunteers. For a free-play program, the games are set up at each table that are numbered stations and the teen’s pair off or form groups to play video games, board games, and corn hole or card games of their choice.

**Developmental Needs and Assets**

The Game Station program addresses the developmental needs of teens by encouraging positive and fun social interactions, creating interesting ways of learning, developing skills, and creating opportunities for growth through creative activities. The developmental assets supported by this program are commitment to learning, constructive use of time and social competencies. The librarian can serve in the role of strengthening student assets by building relationships with teens and creating supportive environments.

“Since school media gaming programs have a wider variety of goals, it is more difficult to create gaming programs that can meet all of those goals. Therefore, it is important for researchers, when developing programs to be used in school media programs, to create smaller program components that can be assembled by an individual librarian based upon their local needs.” (Scott 2008, p 54)

**Goals and Objectives**

Goals:

1. Support and strengthen print literacy and reading skills by encouraging circulation of library materials related to the program.

2. Encourage educational game playing to have a recreational quality.

3. Develop planning, logic, problem solving and critical thinking skills through playing games.

4. Encourage social interaction and collaboration among students in a fun environment.

5. Attract a diverse group of students each 9 weeks into the game station program.

6. Encourage good sportsmanship through game playing.

7. Develop student interest in games and provide a blog for students to add information to it about their favorite games.

Objectives:

1. Students will understand the logic behind game playing and improve skills through practice or reading skills both in game and online.

2. Students will increase game performance, develop additional information and strategies to become successful game players.

3. Students will play educational games that will increase vocabulary, thought processes and improve spelling

4. Students will associate having fun in the library, make new friends and feel comfortable in a supportive environment.

**Preparation**

A month before the program is to take place; an announcement will be made asking for student input on suggested games they would like to play. A box and game survey will be placed in the library so that every student and/or teacher in the school has the chance to include their choices. The survey sheets will be reviewed by the librarian and the structure of the program will start to take place. This program will be on the budget of $100 or less. Since the library already owns TVs with DVD players, computers, CD players and a small assortment of card games, they will not need to be purchased for this program. The library currently also owns the following games: Cranium, Outburst, Monopoly, Checkers, Clue and 5 decks of cards. Additional games and other gaming supplies will be purchased if funds permit. There will be a posting in the school newsletter (the Informagram) asking for specific games or accessories to be donated by parents, community or staff members. This will also help keep the cost of initial game purchases down. Corn hole sets are already available at the school to use.

Numerous copies of game rules will be made for teens who are unfamiliar with the games, or if there is more than one way to play a game. Copies of the rules will be available for each player and a few extras will be on hand for future reference.

Students will sign up to provide snacks for the program day. The librarian will purchase candy and various other prizes for game winners. Art students and others interested in making decorations will make them from supplies currently owned by the library and school district. Packs of game decorations may also be purchased from Oriental Trading Company.

Materials/supplies required for the program:

 1. Donated or purchased games

 2. Decorations

 3. Flyers

 4. CD player – Music arrangements

 5. TV/VCR player

 6. Snacks

 7. Computers

 8. Station signs

 9. Sign up sheet

10. Paper products

11. Pencils or pens for score keeping

12. Sheets with rules for each game station

13. Blogger account

14. Access to school website and necessary licensing

15. Books and game boxes for display

Itemized Budget – Program will be based on $100 or less for the year

As stated earlier, donations will be accepted for additional games needed for this program. The library will purchase only 3 games to add to the game collection already in the library. There is no cost for online video games as they will be using free game sites for these games. Most items that need to be purchased are consumables or prizes for playing games or tournaments.

The budget for this program is very general due to the fact that the library and school owns a good bit of the supplies that are necessary for larger groups of students. Supplies will be purchased at the beginning of the year and reused every 9 weeks for this program.

$1oo Budget -

|  |  |  |  |
| --- | --- | --- | --- |
| Description | Quantity | Price | Total Cost |
| Napkins | 5 packages (20) | $ 1.00 | $ 5.00 |
| Paper plates | 1 pack (100) | $ 5.00 | $ 5.00 |
| Connect Four Game | 1 | $ 8.00 | $ 8.00 |
| Twister Game | 1 | $15.00 | $15.00 |
| Uno Card Game | 1 | $ 7.50 | $ 7.50 |
| Black Pens | 1 Pack | $ 1.50 | $ 1.50 |
| Ages of Empire CD Game | 1 (Game CD) | $ 9.75 | $ 9.75 |
| Game Decorations | 2 packs  | $ 8.50 | $17.00 |
| Game Prizes (CR Logo items) | 10 water bottles | $ 2.00 | $20.00 |
| Game Candy | 3 packages  | $3.00 | $ 9.00 |
|  |  | Total Expenses: | $97.75 |

TIMELINE – Based on 9 week school schedule

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Week 4 | Week 3 | Week 2 | Week 1 | Game Day |
| Make announcement about upcoming game day. | Make bulletin board advertising game station – get your game on! | Develop lay out of where each station will be and what game will be played at that station. | Have students make signs for each station and establish rotation for stations. | Have students organize and set up all game stations. |
| Put up box and survey in library to get student/staff input on program | Purchase additional games or accessories needed | Make a list of games that will be played and additional supplies needed. | Make multiple sets of game rules for each area so that students can easily understand the directions. | Prepare computers for computer game use. |
| Put information in school informagram asking for game donations and advertising game station. | Read through surveys and decide on which games will be played | Determine how many students are able to be at each station in rotation | Start announcing on daily announcements about game station sign ups. | Provide rules at each station for students and direction of game station rotation. |
| Advertise game day on school website and describe how it will tie in with mini-relay for life. | Put up a bulletin board displaying games that will be available | Place sign up outside library to determine approximately how many kids will be involved in the program. | Start to decorate library for game station. Make displays of books that relate to game playing. | Get CD player and song choices to be played during game time. |
| Develop flyer to post around the school | Send copies of flyer home with students | Have a meeting with students who will be helping at each station. | Make sure all the pieces are there to all board games | Set up corn hole in hallway outside of library. |
| Decide on prizes for game winners and purchase. | Ask for student volunteers to help with stations | Continue to remind students about the program and mini relay for life. | Determine which online games will be played and make sure they are available on the school network. | Get stop watch ready to use for 20 minute game segments. |
| Develop a diagram of game station set up and where games could be placed. | Set up a blog about gaming on [www.blogger.com](http://www.blogger.com) to advertise game station. Post flyer here and encourage students to discuss and add information about online and board games. | Get input from students on music they like to listen to. | Compile a student-favorite music selection to be played during game time. | Set up sign in sheet for students to check off name for participation. |
| Put up a list for students to sign up to bring snacks. | Provide book trailers of book talks on school website about gaming. | Develop book display to interest students in game station. | Purchase plates and napkins for end of program snacking | Get student helpers ready to assist at assigned game station. |
|  | Determine how many stations there will be (6) | Choose 12 games to place 2 games at each station.  | Get box to collect relay for life donations. | Relax and have fun!  |

**Assignment of responsibilities**

Librarian: will be in charge of the main organization of this program. She will be in charge of producing flyer, library display, providing sign up sheet, webpage update, blog, game advertising, motivating students and discussing specifics with principal, technology coordinator and administration.

Students: will be responsible for providing input on games they would like to play, encouraging other students to attend, setting up game stations and decorations, bulletin board construction and upkeep, providing music for game station, collecting money for the relay for life, assisting students at each station and weekly announcements.

**Promotional Materials**

Create a colorful, engaging flyer advertising the Game Station program -“Get Your Game On!” I will bring a collection of board games and let the teens enjoy open play when they have completed their homework or are in study hall. I will talk to the teens while they play, getting their opinions on which games they like the most and which ones are boring. This is a great way to get feedback on games that will be successful in the game station program, get the teens excited about playing board and computer games. Displays of game related stories or computer gaming will be set up 2 weeks prior to game station day. An interactive bulletin board will be set up inside the library called Boggle your mind. A blog will be set up to encourage students to discuss game playing strategies and add information about online computer gaming and board games. It will be listed under game station at [www.blogger.com](http://www.blogger.com). Book trailers and book talks will also be available on the school website to encourage reading about gaming or sharing stories about gaming.

**Boggle Your Mind interactive bulletin board.**



http://www.education-world.com/a\_curr/bullboard/bullboard018.shtml

Based on the game Boggle, students will use a random selection of 16 letters to form as many words as they can. They earn points for the words they can form by putting together consecutive letters. They earn:

 1 point for each three-letter word they create;

 2 points for each four-letter word they create;

 3 points for each five-letter word they create;

 4 points for each six-letter word they create;

 5 points for each seven-letter word they create; and

 6 points for each word of eight or more letters.

For this bulletin board game, create a Boggle-like board that is five letters square (5x5 grid). New letters will be posted on Monday and a running tally will be announced on Friday to learn which student has earned the most points. I will keep a running tally for student interested in playing. The person with the most points by game station day will win a prize.

Promotional Display (with annotated bibliography)

Display Title: ***Get your game on!***

The library display will include a copy of the flyer in poster board size in the center of the display with board game boxes and game cd’s surrounding it. There will be a banner over the door welcoming students to the library and giving information about the upcoming game station. The display will include books, board games, video game CD and paper listing web resources, library webpage and blogger.

The following items will be included in the display:

Books:



***Hunger Games*** by Suzanne Collins

New York: Scholastic Press, 2008. 374 p.; 22 cm

In a future North America, where the rulers of Panem maintain control through an annual televised survival competition pitting young people from each of the twelve districts against one another, sixteen-year-old Katniss's skills are put to the test when she voluntarily takes her younger sister's place.

Book Trailer: <http://www.youtube.com/watch?v=6TnxXoMpF3c>

***Catching Fire*** by Suzanne Collins

New York: Scholastic Press, 2009. 391 p.; 22 cm.

By winning the annual Hunger Games, District 12 tributes Katniss Everdeen and Peeta Mellark have secured a life of safety and plenty for themselves and their families, but because they won by defying the rules, they unwittingly become the faces of an impending rebellion. They are forced to go back to the games and compete with only one person being crowned as the winner.

***A Teens Game Plan for Life*** by Lou H**oltz**

Avia Maria Press, September 2007. 128 p.

After decades of helping to mold teenagers into adults as a highly successful football coach, including a national championship as the coach of the Notre Dame Fighting Irish, Lou Holtz shares a common sense message with teens in an easily understood game plan for life. He speaks clearly and persuasively to a generation that is "being asked to make important decisions that have adult consequences earlier than any previous generation." "In today's social climate," he tells them, "your ability to know how to make good decisions becomes more important than ever before." Lou Holtz is a highly sought-after speaker and author who for years has challenged and motivated adults. Now in a book that parents will want for their teen-age children he spells out his tested, proven game plan for life.

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***Games: Learn to play; play to win*** by Daniel King

Boston: Kingfisher, 2003. 64 p.: col. ill. ; 24 cm

The contents of this book contain: Board games. Ancient games I. Ancient games II. Nine men's morris. Fox and geese. Backgammon. Go. Chess.

card games. Rummy. Cribbage. Whist. Spades. Hearts. Blackjack. Poker.

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***Hoyle’s Rules of Games*** by Edmond Hoyle

New York: New American Library, 2nd rev. ed. 1983. viii, 264 p.: ill. ; 21 cm

Rules and information for the following games are included: Bridge -- Poker -- Rummy -- Stops -- All fours -- Triumph -- Hearts -- Oh hell -- Pinochle -- Skat Cribbage -- Klaberjass -- Casino -- Card games played by children -- Banking and gambling games -- Solitaire -- Dominoes -- Board games -- Dice games -- Parlor games -- Scrabble(tm) crossword game.

***The Game of Sunken Places*** by M.T. Anderson

New York: Scholastic Press, 1st ed. 2004. 260 p.: 22 cm.

When two boys stay with an eccentric relative at his mansion in rural Vermont, they discover an old-fashioned board game that draws them into a mysterious adventure.

***The game makers: the story of Parker Brothers from Tiddledy Winks to Trivial Pursuit*** by Philip Orbanes

Boston, Mass.: Harvard Business School Press, ©2004. xvii, 245 p.: ill. (some col.) ; 24 cm.

The author is a former employee and diehard fan of Parker Brothers which makes his viewpoint a double edged sword. This book tells the history of the game makers and how board games came about. Orbanes' passion and connections to the company have afforded him diligence and sources no other author could have attained. The book is well documented with accounts from George Parker's own private papers as well as interviews with lifelong employees from the upper and lower reaches of the organization

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***Reality Check! Volume one*** by Rikki Simmons

Los Angeles: Tokyopop, ©2003. 1 v. (unpaged): ill. ; 19 cm

Tenth grader and deep geek Collin Meeks thinks he is a very smart boy-- that is until he purchases a True Virtual Reality (TVR) Helmet, the most important tool for plugging your mind into the world wide Virtual Internet System (the VIS). What Collin expects is total VIS access. What he forgets is that he is a cat owner.

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***Brainboy and the Deathmaster*** by Tor Seidler

New York: Laura Geringer Books, 1st ed. ©2003

The plot of the story focuses on When Darryl, a twelve-year-old orphan, is adopted by a technology genius; he finds himself the star of his very own life-threatening video game.

Videos:

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***Jumanji*** DVD written by Joe Johnston

Culver City, CA: Tri-Star Pictures: Distributed by Sony Pictures Home Entertainment, 2005.

The story of this movie is about a boy named Allen Parrish who discovers a mysterious board game; he doesn't realize its unimaginable powers until he is magically transported into the untamed jungles of Jumanji! There he remains for 26 years until he is freed from the game's spell by two unsuspecting children. Now a grown man, Alan must outwit the game's powerful forces before any insoluble problems occur. Trailer: <http://www.youtube.com/watch?v=yLyXEQPuLJo>

***Zathura*** DVD written by Jon Favreau

[Culver City, Calif.] : Sony Pictures Home Entertainment, [2006]

When Danny twists the key of an old science fiction game, the game unleashes a localized meteor shower and wrenches Danny's house into orbit around a distant ringed planet. Besides Danny, his brother Walter and sister Lisa have to go along. Soon a defective robot, a rangy astronaut, and an alien spaceship enter the picture. The only way the kids can return their house to its proper space-time coordinates is to finish the game, but before they can finish, the game board falls into the hands of some rather nasty, carnivorous lizards.

Trailer: <http://www.youtube.com/watch?v=O8Hkd8KBeLc>

Computer based games:

***Age of Empires series (ESRB Ratings: E10+, T)***

Media: CD-Rom

This history-based strategy game features online or network play for a single player or up to eight simultaneous players. Players must advance their civilizations from the Stone Age, to the Tool Age, the Bronze Age, and to the Iron Age. They construct civilizations, build armies, and explore new technologies. To win, players must gather resources to pay for new units, buildings, and more advanced technology. For more information, see *Microsoft.com* at [www.microsoft.com/games/empires/](http://www.microsoft.com/games/empires/). For system requirements, see [www.microsoft.com/games/empires/tech.htm](http://www.microsoft.com/games/empires/tech.htm).

***Shockwave***

The Online Games section of *Shockwave* offers a wide variety of games from online versions of traditional card and board games to many unfamiliar but enjoyable games. Games can be played online against other teens. For more information, see *Shockwave.com* at [www.shockwave.com/online.jsp](http://www.shockwave.com/online.jsp).

***Games.com***This site consists of free online games including arcade, board, word, card, casino, and retro games. Also included are community gaming forums. Some games allow free online play. Others are only available by downloading the free trial game. For more information, see [*www.games.com*](http://www.games.com/)

Web Resources:

***Demions Gamebook Web Page.*** Demian Katz, 2009. Retrieved November, 2009 from <http://www.gamebooks.org/>. This website is an international reference guide to interactive books, solitaire role-playing, game-inspired fiction and more.

***History of Board Games.*** Wikipedia. (Nov. 1, 2009). Retrieved November, 2009 from <http://en.wikipedia.org/wiki/Board_game>. This website contains an interesting history of board games, definition of board games and information on luck, strategy and diplomacy.

***Library Success Wiki: Best Practices: Gaming.*** Wikipedia. (June 11, 2009). Retrieved November, 2009 from[*www.libsuccess.org/index.php?title=Gaming*](http://www.libsuccess.org/index.php?title=Gaming). A *Wikipedia* article created by librarians or library professionals that gives information about upcoming library game events, past library game events, success stories, resources, libraries hosting gaming programs, and libraries circulating games.

***On Board Games: A Board Game Netcast.*** (2007). Retrieved November 2009f from[*http://onboardgames.net*](http://onboardgames.net)*.*A web log (blog) that contains podcast reviews of board games. Scott Nicholson, Donald Dennis, and Erik Dewey are the contributing presenters

***The Video Game Revolution: The History of the games.*** KCTS, PBS.org. Retrieved Nov. 2009 from <http://www.pbs.org/kcts/videogamerevolution/history/timeline_flash.html> This website contains fun pop quizzes about gaming and an interactive timeline with the history of gaming from 1952 to present. Fun game trivia and facts will give students insight on games they will be playing during game station.

Board Games: (12 board games will be chosen from this list)

Here are suggestions for games that students voted to play as part of the game station program. Some games require skill and knowledge. Other games are fun games that teens will enjoy. Tables will be set up with decks of cards, card games and quick games such as *Connect Four* for teens who aren’t interested in playing a game or who are waiting to begin a game*.* Students will enjoy playing the novelty games and interacting with other students.

***Black Jack, or 21***

The goal of this card game is to beat the dealer’s hand by having a hand of cards that are closer to 21 than the dealer’s hand without exceeding 21. This game is for two or more players. For more information, see <http://en.wikipedia.org/wiki/Blackjack>.

***Checkers***

This game is played on a board consisting of 64 alternating red and black squares. Players choose either red or black game pieces and try to capture their opponent’s game pieces before all of theirs are captured. The first player to capture all of the opponent’s game pieces wins. When a player jumps over the other player’s game piece, then that piece is “captured” and removed from the game board. This game is for 2 players. For more information, see <http://boardgamecentral.com/games/checkers.html>.

***Chess***

One of the world's most popular games, Chess is played on a checkered board with 16 black and 16 white game pieces. Each piece moves in specific ways, and the goal is to capture the opponent’s pieces. A player wins by checkmating the opponent’s king. This game is for 2 players. For more information, see <http://en.wikipedia.org/wiki/Chess>.

***Clue***

This classic detective board game requires players to use clues to solve a murder mystery as they move from room to room through a mansion. Players use clues to discover who did it? With what? and where? This game is for 3-6 players. For more information, see [www.boardgamegeek.com/game/1294](http://www.boardgamegeek.com/game/1294).

***Connect Four***

Each player receives 21 small discs or checkers, either red or black. Players take turns dropping the discs into a grid, and the first to get four discs in a horizontal, vertical, or diagonal line wins. This game is for 2 players. For more information, see [http://host.exemplum.com/hasbro/connectfour/connectfour.htm](http://host.exemplum.com/hasbro/connectfour/connectfour.htm/).

***Cranium***

Teams advance through the game board by completing the activities listed on the *Cranium* cards. Activities include artistic skills, trivia, language skills, and performance skills. A team wins by reaching Cranium Central and successfully completing an activity from each of the four card decks. This game is for 4 or more players. For more information, see <http://store.cranium.com/catalog/product_info.php?cPath=1_7&products_id=1>.

***Crazy 8s***

In this classic card game, players place as many cards as possible on the discard pile that match the number or the suit of the previous card. An eight is wild and may be played on any card. The player of the eight must designate the next suit to be played. The first player to place all of their cards in the discard pile is the winner. A small group can play with one deck of cards, and a larger group can use two. This game is for 2 or more players. For more information, see [www.pagat.com/eights/crazy8s.html](http://www.pagat.com/eights/crazy8s.html).

***Outburst***

This card game, subtitled “A Verbal Explosion,” is played with two teams. One team member is given a category card listing of ten items in the specified category. Team members have 60 seconds to call out items in the category.  The team receives points for items they name that are on the card. The first team to win 60 points wins. This game is for 2 or more players. For more information, see [www.boardgamegeek.com/game/4862](http://www.boardgamegeek.com/game/4862).

***Pictionary***

Each team begins with a playing piece on the start square on the game board with 56 squares. Each square is marked with categories, including objects, persons, places, or animals; events or actions; difficult or challenging words; and, a wild card category that can be anything. A member of a team draws a card and their teammates try guessing what is on the card. The first team to get to the last square on the board and correctly guess the word their teammate draws wins. This game is for 3-16 players, played in 2 to 4 teams. For more information, see [www.brikkerogbrett.com/games/pictionary.shtml](http://www.brikkerogbrett.com/games/pictionary.shtml).

***Scattergories***

Players list words in various categories that start with the same letter and receive points for unique words that are not on their opponents’ lists. This game is for 3-5 players. For more information, see [www.boardgameratings.com/game/20/](http://www.boardgameratings.com/game/20/).

***Scrabble***

One of the most popular word games, *Scrabble* requires players to spell words on a game board in crossword fashion. Each player begins with seven letters on wooden tiles, and each letter has a point value. The player with the highest number of points wins the game. This game is for 2-4 players. For more information, see [www.boardgamegeek.com/game/320](http://www.boardgamegeek.com/game/320).

***Sequence***

A strategy board and card game in which the object of the game is for a player to get a sequence or a row of five poker-like chips on the game board. This game is for 2 to 12 players. For more information, see [www.thehouseofcards.com/retail/sequence.html](http://www.thehouseofcards.com/retail/sequence.html).

***Skip-Bo***

A card game consisting of four build piles on which players place cards in numerical order from one to twelve, a stock pile of cards that can only be moved when they can be played on a build pile, a draw pile, and discard piles. The object of the game is for the players to use their draw cards and the cards in their stockpiles to play on the build piles. The first player to get through all of his or her stockpile, which is usually 30 cards, wins. This game is for 2 or more players. For more information, see [www.thehouseofcards.com/retail/skipbo.html](http://www.thehouseofcards.com/retail/skipbo.html).

***Sorry!***

Each player in this board game follows the directions on their drawn cards to move their four game pieces from the start square to their home square. The first player to move all of their game pieces to their home square wins. This game is for 2 to 4 players. For more information, see <http://boardgamecentral.com/games/sorry.html>.

***Taboo***

The object of *Taboo* is for a player to get his or her partner to guess the word on a game card without saying the actual word or five other words listed on the card. This game is for 4 or more players. For more information, see [www.areyougame.com/interact/item.asp?itemno=HB04015](http://www.areyougame.com/interact/item.asp?itemno=HB04015).

***Twister***

Players spin a wheel until an arrow lands on a colored circle, then place a hand or foot on a correspondingly colored circle of a floor mat. They fall over as their bodies become twisted into positions in which it is impossible to maintain balance. The object of the game is to be the last player standing. This game is for 2-4 players. For more information, see [www.hasbro.com/default.cfm?page=browse&product\_id=9543](http://www.hasbro.com/default.cfm?page=browse&product_id=9543).

***UNO***

This game, which is similar to *Crazy 8’s,* is played with a deck of cards of four colors or suits: red, green, blue, and yellow. Each suit has three "honor" cards labeled "skip", "draw two", and "reverse". When a player has only one card, that player is required to say "Uno”. At the end of the game, the player with the most points wins. This game is for 2 or more players. For more information, see <http://en.wikipedia.org/wiki/UNO_%28game%29>.

***Yahtzee***

This is one of the world’s most famous dice games. The game players roll five dice to make the combinations included on the scorecard, such as 3-of-a-kind, full house, straight, etc. This game is for 2 to 10 players.  For more information, see [www.boardgamegeek.com/game/2243](http://www.boardgamegeek.com/game/2243).

Additional Games:

***Corn hole***

If you like horseshoes, you’ll love Corn hole. Corn hole is played with two teams, of two people, who toss bean bags at slanted ramps with a hole. You get one point for a bag that lands on the ramp and three points for a bag that goes through the hole. Players compete for points and the winner is the first team to get 21 points.
Corn hole can be fun and relaxing or competitive and exciting. For rules and more information, see <http://www.cornholegame.org/fun-games-to-play.php>.

***Scene It! DVD/Board Game***

Platform: PC
The world’s first DVD board game, *Scene It!* includes song, movie, and picture clips to test your knowledge of movies, TV, famous people, and more. Players answer questions and move their game piece around the board to win. This game is for 2 or more players. For more information, see <http://boardgamecentral.com/games/sceneit.html>.

Ice Breaker Games:

**Name That Tune Ice Breaker**

The program can begin with short icebreaker games to help the teens get to know each other. For example, as teens enter the room, they will be divided into two teams and have a *Name That Tune* contest. To play *Name That Tune*, play snippets of songs and the first team to correctly guess the song or artist wins a point. You can include tunes from specific categories, such as sports themed songs, TV commercial or jingles songs, TV series theme songs, 80s songs, etc.

**Trivia Contest Ice Breaker**

Another icebreaker that is fun is a trivia contest. Many web sites provide trivia on a variety of subjects such as *American Idol*, state slogans, famous first lines of movies or lyrics, books, movie blunders, fast food, or product slogans. A good site is *Find Trivia.com* at [www.findtrivia.com](http://www.findtrivia.com/).

Evaluation

1. Reactions, feelings and number of students that attended the program

2. Learning displayed from program involvement – measured by attitudes, perceptions or knowledge

3. Changes in skill levels – students learn strategies or apply learning to enhance behavior.

4. Effectiveness of program is shown through reactions to activities – improved performance and social skills.

5. Review goals and objectives to see if they have been met through the program

6. Identify strengths and weaknesses by observing student interest and reaction to games during the game station program.

7. Provide students will a survey to reveal strengths and weaknesses from their point of view

8. List pro’s and con’s of program after the program is completed. Weigh the costs and outcomes to determine the successfulness of program.

9. Get feedback from students who helped set up, help and organize program.

Professional Resources:

***Gaming for Librarians: An Introduction* by Heather Wilson.** *VOYA (Voice of Youth Advocates).* February 2005. (Vol. 27, No. 6, pgs 446-449) Retrieved from *VOYA Online* at [http://pdfs.voya.com/ VO/YA2/VOYA200502YA101.pdf](http://pdfs.voya.com/VO/YA2/VOYA200502YA101.pdf).

This article explores games teens are playing, including computer and video games, role-playing games, miniatures, collectible and trading card games, and board games. She discusses the popularity of games that are derivatives of teen TV shows, comic books, and movies. The article includes discussion on the benefits of games and how to incorporate games into the library.

***Meet the Gamers: They Research, Teach, Learn, and Collaborate So Far, Without Libraries*** by Kurt Squire. *Library Journal.* April 2005. (Vol. 130, No. 7, p 38) Retrieved from Library *Journal Online* at [www.libraryjournal.com/arti cle/CA516033.html](http://www.libraryjournal.com/arti%20cle/CA516033.html).

This article describes ways in which libraries can connect to gamers, including offering games for check out, reserving workstations for gaming, and hosting gaming events. Using games as *Civilization III* and *Lineage* as examples, the author shows how online multi-player games reinforce some objectives of public libraries: reading, researching, managing multiple resources, accessing and evaluating information.

***LibGaming - Google Group*** <http://groups.google.com/group/LibGaming>

A library gaming listserv, or forum discussion, set up through Google Groups*, LibGaming* is a space for librarians to talk about gaming, ask each other questions, talk about successful events, offer suggestions, and much more. It includes topics such as circulating video games for PC and consoles, game collection development, gaming programs including LAN parties and tournaments, role-playing games, card games, online gaming, gaming reviews and resources, and news and research.

***What IF: Gaming, Intellectual Freedom and the Law by Katherine Fallow. (ALA TechSource Gaming, Learning, and Libraries Symposium 2007.)***

[www.techsource.ala.org/blog/2007/08/audio-from-glls2007-what-if-gaming-intellectual-freedom-and-the-law.html](http://www.techsource.ala.org/blog/2007/08/audio-from-glls2007-what-if-gaming-intellectual-freedom-and-the-law.html)

Several states have passed laws restricting minors' access to violent video games. Courts have invalidated these laws under the First Amendment. Some groups advocate laws to regulate access to games based on their content and laws to ban violent games. This presentation discusses intellectual freedom principles and the First Amendment in relation to games and gaming activities, along with recent court decisions addressing minors' access to video games, the legal status of game ratings, and policy developments. Listen to an MP3 audio file of the presentation at this site.

***YALSA Gaming Lists and Activities***

[*http://wikis.ala.org/yalsa/index.php/Gaming\_Lists\_%26\_Activities*](http://wikis.ala.org/yalsa/index.php/Gaming_Lists_%26_Activities)

This *YALSA* web page includes a list of top 50 games and activities. It also includes the content for a brochure entitled *why Gaming @ your library*?

***101+ Teen Programs that Work*** by Rosemary Honnold. New York: Neal-Schuman Publishers, ©2003. xxi, 195 p. : ill. ; 23 cm.

This book features affordable, successful programs that can jumpstart a library’s YA services. The chapter on Independent Programs and Contests includes information on matching games, trivia games, guessing games, book-related games, and word games, while the chapter on Game Programs features a section on board games.

References:

Nicholson, Scott. (2008). Finish your games so you can start your schoolwork: A look at

gaming in school libraries. *Library Media Connection 26*(5), 52-55.

Texas Teens Read! Manual Game on TTR.08. Texas State Library and Archives Commission Retrieved November 2009 from <http://www.tsl.state.tx.us/ld/projects/ttr/2008/manual/introduction.html>