

Math and Science Teachers: Try Treehouse!

Imagine your **middle school** math students intuitively grasping higher order concepts like rotational symmetry and linear displacement in a two-dimensional system. Watch your early **elementary** students happily practice their sorting, counting, pattern identification and evaluation skills. Listen as your **high school** students discuss solving some very difficult logic puzzles — that they themselves have devised.



This is what **Treehouse** offers to teachers and their students! With a class set of **Treehouse** (three to five copies of the game) an amazing number of other great educational and strategy games can be played. Find rules for numerous pyramid games in *Playing with Pyramids*, *3HOUSE* and online.

Treehouse helps meet the following National Education Standards:

- **Data Analysis:** Apply transformations and use symmetry to analyze mathematical situations.
- **Geometry:** Specify locations and describe spatial relationships using coordinate geometry and other representational systems.
- **Problem Solving:** Apply and adapt a variety of appropriate strategies to solve problems.

English Teachers: Nanofictionary is for you!

Do your kids beg to write stories? Do they love reading their own writing to other students? Are they able to critique each other's writing in an understanding way? They will when they play **Nanofictionary**!



If your students have difficulty creating characters, putting them in settings, giving them problems and determining a resolution to the story, **Nanofictionary** will help them banish their writer's block.

Nanofictionary has already done most of the prewriting for the students. But you can add a spark additional creativity by introducing **NanoBlanks** to your class — have them add their own ideas and experiences to the game!



Nanofictionary helps meet these National Education Standards:

- **Communication Skills:** Students adjust their use of language to communicate effectively with a variety of audiences and for different purposes.
- **Communication Strategies:** Students use different writing processes appropriately to communicate with different audiences for various purposes.
- **Evaluation Strategies:** Students apply a wide range of strategies to comprehend, interpret, evaluate, and appreciate literature.

Social Studies Teachers: You'll LOVE Chrononauts!

If the Titanic hadn't sunk, would there still have been a Stock Market Crash in 1929? And what about the Star Spangled Banner ... would it ever have been written if the British hadn't burned down the Capitol during the War of 1812? Your students will know — after they've played **Chrononauts** and its stand-alone/add-on prequel, **Early American Chrononauts**.



The ultimate cause-and-effect game, **Chrononauts**, sneaks learning in when kids aren't expecting it and throws the door wide open to the question of "What if ... ?" You will have some of your best class discussions and journaling assignments. What if Lincoln had lived or Hitler had died? What if the vote had gone the other



way in the election of 1787? Students will be excited to explore these and other questions of our world's living history.

Chrononauts & EAC help meet these National Education Standards:

- **Understand the impact** of the American Revolution on politics, economy and society.
- **Understand the causes** of the Great Depression and how it affected American society.
- **Understand the relationship** of the United States to other nations, politically, socially and economically.