

GAMES Quarterly

Special Edition
2006

Science Games

In parts of the country, government mandates for testing reading, writing, and mathematics have led to the teaching of science becoming an endangered species of subjects. Further, there tends to be a lack of material budgets and professional development for providing hands-on activities in elementary classrooms. Likewise, most parents do not have the time and resources to make-up for this shortfall with home laboratories. Yet, it is common knowledge that a career in science and medicine is well compensated and rewarding.



Geology, Astronomy, and Weather

Cogno: The Alien Adventure Game Doublestar, LLC.

Components: (High/Low) Rules sheet; booklet of card answer explanations; game board with spinner; 'Parallel Universe' board; deck of 'Chaos' cards; 20 'Gear' cards; 8 player game pieces; 24 plastic 'Fuel Cells'; and 1 die. **Premise/Description:** "Outsmart other players in a race across the universe!" Be the first alien to survive planet exploration and navigate back home to your home planet. This is achieved by collecting survival gear and needed fuel cells by answering 'Chaos' cards that contain open-ended, physical challenge, and true-false questions. Game includes a 25 page informative guide that explains the science behind the game's 87 cards.

Cogno: Deep Worlds Doublestar, LLC.

Components: (High/Low) Rules sheet; booklet of card answer explanations; game board with spinner; 'Submarine Trench' board; deck of 'Chaos' cards; 20 'Underwater Gear' cards; 8 player game pieces; 24 plastic 'Fuel Cells'; and 1 die. **Premise/Description:** "Outsmart other players in a race across an ancient alien ocean." Be the first alien to survive 'DiveZones' and navigate back to the beach by collecting survival gear and needed fuel cells. Answer 'Chaos' cards that contain open-ended, physical challenge, and true-false questions. Game includes a 25 page informative guide that explains the science behind the game's 87 cards.

Title	Minimum Grade Level	Number of Players	Playing Time	Retail Price	Presentation	Rules & Game Complexity (SL)	Integration Connections	Math Skills	Reading Level / Languages	Communication Development
<i>Cogno: The Alien Adventure Game</i>	3rd	2-8	20-60 min.	\$30	Avg.	Low (L)	Basic Science Trivia; Astronomy; Science Fiction	(+); 1-3; (SC/A)	High	V
<i>Cogno: Deep Worlds</i>	3rd	2-8	20-60 min.	\$30	Avg.	Low (L)	Basic Science Trivia; Astronomy; Science Fiction	(+); 1-3; (SC/A)	High	V