



### **Metaphoric (physical) Games**

Tools to strengthen higher-order thinking skills and collaborative problem solving skills.



### **Academic frame-games:**

Tools for creating lessons aligned with curriculum using thinking skills developed by the metaphoric games.



### **EnTeam Outcomes**

1. Student achievement
2. Student behavior & attendance
3. Teacher enjoyment

A few examples:

#### **Keep on Track**

Accomplish goals as a group by reflecting and thinking together.



#### **Keep on Topic**

Apply the reflective-thinking skills from Keep on Track to achieve academic goals.

#### **House of Cards**

Discover ways to contribute ideas in a team project.



#### **House of Ideas**

Apply the collaborative skills from House of Cards to classroom projects.

#### **Talking Dominoes**

Measure skills in listening to each other and sharing information accurately.



#### **Talking Ideas**

Apply listening and speaking skills from Talking Dominoes to communicate thoughts.

#### **Drawing Together**

Make abstract ideas into visual pictures, diagrams, and models.



#### **Thinking Together**

Apply the visualization process from Drawing Together to strengthen understanding.

