

## **Family Board Games Intermediate**

The Smith family is looking for a family board game to add to their collection for the holidays. The family consists of dad, mom, Sally – age 15, Michael – age 13, and twins Ricky and Micky – age 11.

The family has a variety of interests so likes games that focus on a variety of learning styles. Mom is concerned about violence and doesn't like games that include monsters or focus on killing. Dad is watching the budget and is concerned about cost.

Saturday nights are saved for family game night. The twins' attention span is growing, but the family would like to keep the average playing time of the game at an hour to one and a half hour so that no one gets bored. Everyone has made recommendations for what game should be purchased this year. Help the Smith family decide which game to purchase from these top four.

### Criteria:

- Variety of learning styles
- No violence; monsters or killing
- Cost
- Average playing time of 1 to 1.5 hours

## **Family Board Games Senior**

The Smith family is looking for a family board game to add to their collection for the holidays. The family consists of dad, mom, Sally – age 15, Michael – age 13, and twins Ricky and Micky – age 12.

The family has a variety of interests so likes games that focus on a variety of learning styles. Mom is concerned about violence and doesn't like games that include monsters or focus on killing. Dad is watching the budget and is concerned about cost.

Saturday nights are saved for family game night. The twins' attention span is growing, but the family would like to keep the average playing time of the game at an hour to one and a half hour so that no one gets bored. Everyone has made recommendations for what game should be purchased this year. Help the Smith family decide which game to purchase from these top four.

# #1

## Scrabble

**Cost: \$16.95**



A popular word game and board game in which two to four players score points by forming words from individual lettered tiles on a 15-by-15 game board. The words are formed across and down in crossword fashion and must appear in a standard dictionary.

**Players:** 2-4

**Age range:** 8+

**Setup time:** 2-5 minutes

**Playing time:** average game = 60 minutes

**Random chance:** Medium

**Skills required:** Counting, Strategy, Vocabulary, Spelling

## #2

# Monopoly

**Cost: \$21.99**



Players compete to acquire wealth through stylized economic activity involving the buying, rental and trading of properties using play money, as players take turns moving around the board according to the roll of the dice. The game is named after the economic concept of monopoly, the domination of a market by a single provider.

**Players:** 2-10

**Age range:** 8 +

**Setup time:** 5-15 minutes

**Playing time:** average game = 3 hours

**Random chance:** Medium (dice rolling, card drawing, luck)

**Skills required:** Counting, Finding percentages, Multiplication,  
Social Skills, Negotiation

**#3**

## **Clue**

**Cost: \$19.99**



The game is set in a mansion, with the board divided into different rooms. The players each represent a character who is a guest staying at this house, whose owner, Mr. Boddy, has been found murdered. Players attempt to solve the murder. The solution to the murder requires the three components of Suspect, Weapon, and Room.

**Players:** 2-6

**Age range:** 8+

**Setup time:** 5 minutes

**Playing time:** average game = 45 minutes

**Random chance:** Low

**Skills required:** Deduction, Dice Rolling

## #4

# Cranium

**Cost: \$29.99**



Cranium involves teams advancing around the board toward "Cranium Central" in the center, by doing activities on the Cranium cards. The cards are divided into four decks, and each deck involves a skill that players will need to use to complete the activity. Specific activities include sketching, sculpting, puzzling, humming, acting and more.

**Players:** 4 +

**Age range:** 12 +

**Setup time:** 2-5 minutes

**Playing time:** average game = 75 minutes

**Random chance:** Medium

**Skills required:** Creativity, General Knowledge, Dice Rolling

## Family Board Games Official Placing

This class is placed: 4 – 1 – 2 - 3  
Cuts: 1 – 2 - 4

I place this class of Family Board Games 4-1-2-3.

In the top of the class, I placed 4 over 1 in a very tight decision. I placed 4 at the top of the class because it used the most variety of learning styles in its listed activities and 75 minutes it most closely matched the requested average game length of a hour to one and half hours. I fault 4 as the most expensive, but feel it's variety will outway it's cost over time. I recognize that neither game 4 or 1 included violence and grant that 1 is the least expensive.

In the middle pair, I placed 1 over 2. Game 1 is the least expensive in the class and closely matches all of the requested criteria. I fault 2's average game length of 3 hours.

In the bottom pair, I placed 2 over 3. Game 2 offers more variety of learning skills and does not involve violence. I grant that game 3 is closer to the desired average length of play, but fault it for including violence and leave it at the bottom of the class.

For these reasons I place this class of Family Board Games 4-1-2-3.

Family Board  
Games  
Official  
Placement:4-1-2-3  
Cuts:1,2,4

1-2-3-4 - 39  
1-2-4-3 - 46  
1-3-2-4 - 35  
1-3-4-2 - 38  
1-4-2-3 - 49  
1-4-3-2 - 45  
2-1-3-4 - 37  
2-1-4-3 - 44  
2-3-1-4 - 31  
2-3-4-1 - 32  
2-4-1-3 - 45  
2-4-3-1 - 39  
3-1-2-4 - 29  
3-1-4-2 - 32  
3-2-1-4 - 27  
3-2-4-1 - 28  
3-4-1-2 - 33  
3-4-2-1 - 31  
4-1-2-3 - 50  
4-1-3-2 - 46  
4-2-1-3 - 48  
4-2-3-1 - 42  
4-3-1-2 - 40  
4-3-2-1 - 38