

# Simple Rules – Teacher Integration Plan

## Integrating Educational Games into School Programs

Simple Rules creates educational board games that align with core learning outcomes in math and logic. Our mission is to help teachers make learning fun and interactive — without extra workload. Below is a suggested structure for integrating Simple Rules games into classrooms and after-school programs.

### 1. Learning through Play

Games support skill development in numeracy, problem-solving, collaboration, and critical thinking. They fit perfectly into Finland's and Estonia's active learning methodologies.

### 2. Integration Formats

Format	Description	Target
Classroom modules	Used as 10–15 min warm-up exercises to reinforce lessons (e.g., fractions, addition).	Math teachers
Library or club activities	Games offered in school libraries or after-school clubs.	Librarians / coordinators
Teacher kits	Sets of 3–5 games with quick guides for lesson adaptation.	School administrators
Math or Logic Day	One-day school event with game-based stations.	Event organizers

### 3. Step-by-Step Plan

1. Prepare a short Teacher Guide with learning objectives and mini-lesson scenarios.
2. Run a pilot in 2–3 schools with 1–2 games per class and collect teacher feedback.
3. Create a 'School Edition' kit (4 games + teacher guide PDF).
4. Share case studies and feedback to promote B2B partnerships.

### 4. Game–Subject Alignment

Game	Skill	Subject
Minus-Plusus	Arithmetic, quick thinking	Mathematics
Fractime	Fractions, measuring time	Mathematics
Numerus	Mental math, logic	Math / Logic
Math Market	Decision-making, budgeting	Financial literacy
Lollipops	Pattern recognition, attention	Logic / Speech

### 5. Key Message for Retailers and Schools

"Simple Rules games are already used in schools for math and logic lessons — making them appealing for families, teachers, and educational retailers alike."