

Thoughts: usually the easiest way to make a game is base it on a card-point system. In my CS class we are replicating crazy eight. Maybe I can make something similar. There are a whole lot of concepts and vocabulary to understand, at least recognize, in this class. And honestly this card game should be interchangeable with any concept learned in this class. There will be two decks of cards. One with the vocab and the other being the "definitions". Each player has 5 definition cards. The game starts with the vocab deck displaying one card at the top. Whoever matches that card with its corresponding definition first, gets to keep the vocab card. Each card won is worth a point. The winner is whoever has the most vocab cards. If you don't have the right definition, you better start drawing more definition cards! I was going to say whoever can reduce the number of definition cards in their hand the fastest, but because the objective of the game to help recognize information quicker, I scratched that idea.

Title: Crazy Digestion (I'm bad at creativity... also that doesn't sound pleasant)

Age level: 3 and older. (could be any age, but babys' and their habit of putting things in their mouth, ya know?)