

Go Fish	G	Charades	G	Life	G	Risk	G
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A card game in which players accumulate sets of 4 cards by asking for them from other players or drawing from the pool.

An action game in which one player acts out a commonly-known word or phrase for the other players to guess.

A board game in which players travel through the stages of life and accumulate (or lose) income, families, etc. as they age.

A board game of strategy in which the goal is to conquer the world by moving armies around the map to invade opponents' countries.

Game	Game	Game	Game	Game	Game	Game	Game
The Sims	G	Pac-Man	G	Tetris	G	Super Mario Brothers	G

A digital game in which players create one or more people and houses for them, and guide them through jobs, relationships, etc.

A digital game in which a player traverses a maze to consume all of the dots along the paths while avoiding colliding with enemies.

A digital puzzle game in which varying shapes move from the top of the screen to the bottom; when a row is completely filled in it disappears.

A digital game in which a player progresses through levels by running, jumping, and defeating enemies in order to save the princess.

Game	Game	Game	Game
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Othello

G

Uno

G

Battleship

G

Pokémon

G

A board game in which a player places colored tokens and strives to trap her opponents' tokens in order to flip them to her color.

A card game in which players strive to match a card from their hand to the face-up card on the deck and be the first to discard all cards.

A vertical board game in which two players seek to destroy the other's ships by recording guesses about their location.

A collectible card game in which creatures with varying strengths and weaknesses meet in battle.

Game

Game

Game

Game

WA	M	TBP	M	MWTTW	M	RD	M
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Walking

Team-based play

Multiple ways to win

Rolling dice

Mechanic	Mechanic	Mechanic	Mechanic	Mechanic	Mechanic
MA	M	RU	M	AC	M
				CL	M

Matching

Running

Acquiring

Collecting

Mechanic	Mechanic	Mechanic
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EP	M	DAC	M	IP	M	JU	M
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Earning points Drawing a card Individual play Jumping

Mechanic	Mechanic	Mechanic	Mechanic	Mechanic	Mechanic	M
CA	M	PAT	M	RP	M	SK

Capturing Placing a token Role play Stacking

Mechanic	Mechanic	Mechanic	Mechanic
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RE

M

CO

M

TR

M

ST

M

Reversing

Counting

Trading

Stealing

Mechanic

Mechanic

Mechanic

Mechanic

IL Students will ... **IL** Students will ... **IL** Students will ... **IL** Students will ...

understand how information is formally and informally produced, organized, and circulated.

identify the purpose and audience of information resources.

develop a relevant, manageable research question or thesis statement based on their information need.

define a realistic plan and timeline to acquire the needed information.

IL Goals **IL Goals** **IL Goals** **IL Goals**

IL Students will ... **IL** Students will ... **IL** Students will ... **IL** Students will ...

explore general information sources to increase familiarity with their research topic.

identify keywords, synonyms, and related terms for their research topic.

locate and retrieve relevant information on their research topic using electronic library resources.

locate and retrieve relevant information on their research topic using physical library resources.

IL Goals **IL Goals** **IL Goals** **IL Goals**

IL Students will ... **IL** Students will ... **IL** Students will ... **IL** Students will ...

locate and retrieve relevant information on their research topic using freely-available internet resources.

examine and compare information from sources to evaluate reliability, validity, accuracy, expertise, timeliness, and point of view.

refine their search strategy if necessary after reviewing the information sources retrieved.

summarize the main ideas to be extracted from the information they have gathered.

IL Goals **IL Goals** **IL Goals** **IL Goals**

IL Students will ... **IL** Students will ... **IL** Students will ... **IL** Students will ...

synthesize main ideas to construct new concepts and draw conclusions based upon the information gathered.

identify and discuss issues related to privacy and security in both print and electronic environments.

identify and discuss issues related to free and open access vs. fee-based access to information.

identify and discuss issues related to censorship and freedom of speech.

IL Goals **IL Goals** **IL Goals** **IL Goals**

Students will ...



Students will ...



Students will ...



Students will ...



demonstrate an understanding of intellectual property, copyright, and fair use.

demonstrate an understanding of what constitutes plagiarism and not represent work attributable to others as their own.

use information effectively to accomplish a specific purpose.

select an appropriate documentation style and use it consistently to cite sources.

IL Goals

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