

PIONEERS Co-Op

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Game Theory

(Grades 2–3 and 4–5)

Tutor: Mrs. Julie Scott 317-608-9420 ericlscott@hotmail.com

Textbook: No textbook required

Course Description: This course uses classic and modern board games as a dynamic platform for developing critical thinking, collaboration, communication, and strategic planning. Through gameplay and guided discussions, students will explore problem-solving methods, ethical decision-making, teamwork, and even basic game design principles.

Objectives: By the end of the course, students will be able to:

- Analyze strategies used in various board games.
- Apply logic and reasoning to competitive and cooperative gameplay.
- Develop communication and negotiation skills.
- Reflect on personal and group decision-making.
- Create and test a simple board game of their own.