

# Games Facilitate Complex Classroom Inquiry

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## [Equal Ground Game](#)

PLEASE DO NOT ACCESS THIS GAME'S WEBSITE UNTIL AFTER THE BRIGHT IDEAS PRESENTATION AT TLNI! Thank you.

## [Troubled Lands](#)

This free print-and-play game based in managing twelve plots of land can be played collaboratively, competitively, and with what the game's designers term "independent" goals. Good conversation starter for topics ranging from climate change to selfishness.

### **Article on using Troubled Lands in the classroom**

["A Game-Based Social Resilience Workshop: Thinking about Communal Response to Change"](#) *Curriculum for the Bioregion* (Joli Sandoz)

### [Additional articles about Troubled Lands](#)

Fennewald, Tom and Brent Kievit-Kylar. "Integrating Climate Change Mechanics into a Common Pool Resource Game." *Simulation & Gaming*, vol. 44, no. 2-3, 2013, pp. 427-451.

## [Suffragetto](#)

The Women's Social and Political Union, militant leaders in British women's fight to win the vote, produced and distributed the board game Suffragetto in about 1908. The board game pits "Suffragettes and Policemen" ([Suffragetto box cover](#)) in a strategic battle to occupy (and defend) the House of Commons. A [free print-and-play version of the game](#) is available online.

## [The Landlord's Game](#)

Lizzie J. Magie designed her game (patented in 1904) with two sets of rules, one intended to show players "that the land monopolist has absolute control of the [economic] situation." Magie was convinced that the other rule set would accomplish her actual objective, revealing that "the Single Tax would benefit everybody by equalizing and opportunities and raising wages" (Magie, [Landlord's Game Rules, 1906](#)). Guess which rules caught on – as the very similar game we know as Monopoly.

## **Snakes and Ladders**

The spread of snakes (or chutes) and ladders as a device on game boards can be traced from 18<sup>th</sup> century India to the present-day U.S., via colonialist Britain. Some of the games played on these boards were associated with the teaching of religion or morality, in a variety of cultural settings. (See Andrew Topsfield's two articles on the topic in *Artibus Asiae*, 1985 and 2006.) More recently, a modern version of Snakes and Ladders has been revised to [teach research design](#). A [modification of Snakes and Ladders](#) by TerrorBull Games puts into play John Rawl's veil of ignorance, while toying with inequities associated with constructions of social class.