





# THINK & GO

	<b>GO BACK</b> 	<b>PUSH BACK</b>	 <b>WINNER</b>
 <b>GO</b>		<b>GO BACK</b> 	<b>PUSH BACK</b>

# THINK & GO

## is a game that makes it fun to learn anything!

---

*Decide what you want to learn, the game does the rest. It even teaches you how to learn. Any age can play, even parents.*

### Players will increase their learning power by:

---

1. Paying closer attention when introduced to a new learning task.
2. Making active decisions to remember. The brain is bombarded by thousands of bits of stimuli each second. As an efficiency mechanism, in general **you only remember what you decide to remember**.
3. Increasing their confidence in ability to remember, and with increased confidence the ability to remember grows dramatically.
4. Over-learning or absolutely mastering basic information and skills. This gives a secure foundation to learn other things.
5. Using the power of rehearsing. This is the practice of going over new information several times in your mind so it can remain fixed in your memory.
6. Overcoming retroactive interference. That means going back and forth from one thing you are trying to learn to another. This solves the tendency to forget what was learned previously when you try to learn something new.
7. Young players benefit from seeing their parents and older siblings in the act of learning. **Think & Go** is unique in that an entire family can play together while sharing learning opportunities.

\*To plan for future games, you might have an envelope in which players could keep cards that identify what they want to learn. Another possibility is to have a 3' x 5' file box for each member's learning challenges. Parents of school-age children could help their children choose learning challenges from their returned school papers.

### Rules:

---

To start, each player chooses six things to learn. Anything will do. Examples: The sound of short a, a multiplication fact (9 x 8), the correct way to write an r in cursive, the right way to hold a golf club, the definition of a vocabulary word, how to reduce a fraction. Write each learning challenge on a blank card or slip of paper with the challenge on one side and the answer on the back.

Each player places his or her cards challenge-side-up in a row. The order determines its number. First card is number 1, the second card is # 2, etc. Players may briefly study the answers to their challenges or request demonstrations of any of their challenges whenever it is not their turn, but otherwise the challenge side should be face up and the answer face down.

Use coins or other small objects for movers, and place on "GO". On a turn, a player rolls one die to find out what challenge he must do and how many spaces he may move. For example if a player rolls a 2, then the #2 challenge must be performed correctly in order to move ahead two spaces. If incorrect, player remains where he is if already on "GO" space, or if already along the track must go back to the "GO" space. If past one of the "Go Back" spaces, then player goes back to the nearest "Go Back" space. The correct answer should be presented again to the player or some further instruction on how to meet the challenge successfully next time.

If on a turn, a player lands on a space occupied by another player, he or she gets another turn.

If a player lands on a "GO BACK" square, he or she must go back to the "GO" square or the nearest "GO BACK" square. If a player lands on a "PUSH BACK" circle, he or she selects any other player who must go back to the "GO" square or the nearest "GO BACK" square.

The game ends when a player reaches the "WINNER" square by rolling the exact number necessary to reach that square without an overage and performing the challenge successfully.

---