

Castle Panic

The game of “Castle Panic” was outstanding for developing cooperation and decision-making skills. The game involved protecting the castle from outside attackers in the form of monster tokens. During each turn, a student had to consult with the other players to see if there were any card trades or strategies they could utilize for the benefit of the group. Since the players were not playing against each other, it was amazing to see how they developed ways to work together.



Students playing “Castle Panic” and planning strategies