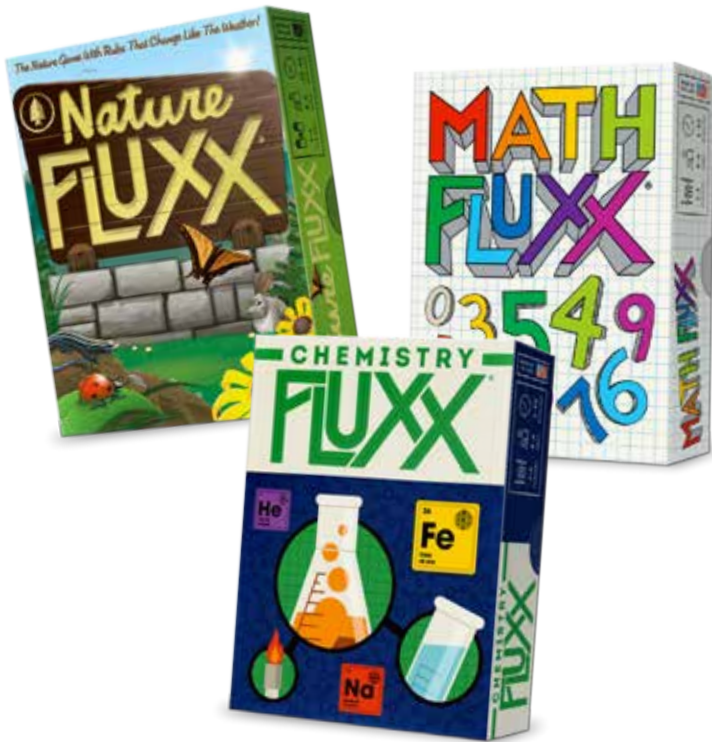


LOONEY LABS

EDUCATIONAL GAMES CATALOG



4 Reasons Why Educators Will Love Our Games



Improved Learning

Research shows that students learn best when they are physically engaged, having fun, and using the content in meaningful ways. Games really do improve learning and retention!

Educational Saturation

In nearly every minute of every Looney Labs game, students are learning or practicing the targeted educational skills – not just now and then like many “educational” games!

Quick Play Time

Games play in only 5 to 40 minutes – perfect for a single class period, lunch break, after school program, or a club – that is, if you can put them down and not play again and again.

Small & Affordable

Most of our games are \$20 or less and their small, uniform size make them easy to store, display, bring along on field trips or cross-age buddy visits, or send home in backpacks for extra practice.

The educational games inside have been winning awards for decades!



CHRONONAUTS
& ZENDO



LOONACY



AQUARIUS



FLUXX
& ZENDO



AQUARIUS,
FLUXX, &
CHRONONAUTS



MAD LIBS: THE GAME,
NANOFICTIONARY,
& CHRONONAUTS

Looney Labs Games That Teach

Why Looney Labs?

Looney Labs has a 20-year history, with a commitment to quality, community, and FUN! We are a small, woman owned and run business based in College Park, Maryland. With the exception of Pyramid Arcade, all of our games are made in the USA from recycled materials wherever possible. All of our games are fully safety tested. Most importantly of all, our games are not only educational, but tons of fun!

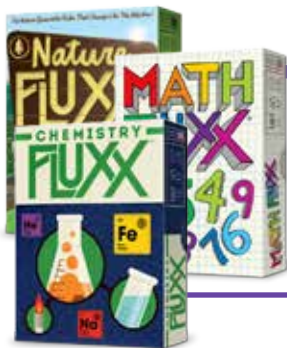
What makes Looney Labs' games educational?

All of the games in this catalog meet specific educational goals, be they Common Core Standards, subject matter content, or critical thinking objectives. Please see www.looneylabs.com/edu for a detailed description of how each game meets these educational goals, as well as suggestions for how to teach using our games.

We also understand that a game is not an efficient way to teach if students play for half an hour but only spend five or ten minutes practicing the skills they need to learn. On our website, you will also find an “educational saturation level” for each game. This is our way of letting you know how deeply we estimate students will be engaging with content while playing. In most cases, students are constantly practicing the targeted skills while playing, which make our games an excellent **and efficient** way to teach.

Enhance Your Curriculum

Fluxx, the card game of ever-changing rules, is our best seller and comes in many different themes. All Fluxx versions enhance your curriculum and address key core curriculum standards. See www.looneylabs.com/edu for details.



NEW

Fluxx & STEM

- Math Fluxx: (LE) Constant mental math! (Common Core Math Standards 2.OA.2, 2.NBT.5, 3.OA.7, 4.OA.4, 5.NBT.1)
- Nature Fluxx: (MS) Lots of earth science covered!
- Chemistry Fluxx: (HS) Intro to elements & compounds!



Fluxx & Foreign Languages

(MS/HS/CU)

- 17 different languages available (store.looneylabs.com)
- Vocabulary, reading for meaning, conversation
- Great for ELL, too! (play L1 version, then English)



Award
Winning

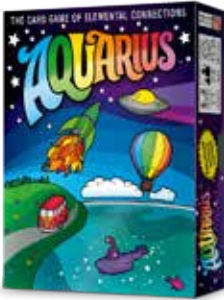
Fluxx & English/Lang. Arts

(LE/MS/HS)

- 16 different themes in print
 - Every version encourages analysis of a text
 - Every version builds instructional reading skills
- (Common Core ELA Anchor Standards R1, 2, 3, 4, 5, 6, 9 & SL1, 2, 3, 4)

All Ages & Subjects

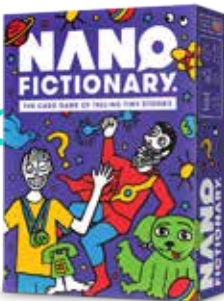
Our educational games span the full range of ages—Early Elementary (EE), Late Elementary (LE), Middle School (MS), High School (HS), and College/University (CU)—and cover the following subject matter: math, English/language arts, science, history/social studies, and foreign language education.



Aquarius (EE)

Award
Winning

- Constant practice with counting, sorting, & spatial skills
- Fun for the whole family and multi-age settings
- Can be played independently by PreK-1st graders



Nano Fictionary (LE/MS)

Award
Winning

- Teaches story elements in a meaningful context
- Aids creative writing & storytelling skills
- Allows students to evaluate what makes a good story



Chrononauts & Early American Chrononauts (HS/CU)

Award
Winning

- Covers key events in US History from 1770-1999
- Encourages deep cause and effect thinking
- Springboard for dynamic classroom discussion

Special Groups

Educators report that the following three games are key components of their English Language Learner (ELL) and social skills programs because they do such a great job of building relevant skills in a fun and meaningful context.



Award
Winning

Mad Libs®: The Game

(LE/MS)

- Great way to teach parts of speech for general ed. students
- Strong vocabulary development for ELL
- Builds friendships through shared laughter and silliness



Choose One

(LE/MS/HS/CU)

- Successful players learn to shift perspective/point of view
- Develops conversational skills & deepens vocabulary
- Builds friendships by encouraging asking about others



Award
Winning

Fluxx®

(LE/MS/HS/CU)

- Fun & non-threatening way to practice coping with unknowns & change
- Requires discussion of rules & consensus building
- Provides ample opportunities to practice perspective-taking

Critical Thinking

Though all of our games encourage critical thinking, the following two provide deep opportunities to guide students to be highly-developed thinkers.



NEW



Pyramid Arcade

(EE/LE/MS/HS/CU)

- Contains 22 different games in one box
- Builds the ability to see connections, think logically, & reflect constructively
- Enough components to engage an entire classroom at once

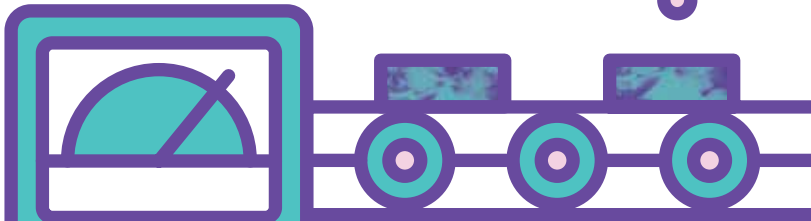
Award
Winning

Zendo

(MS/HS/CU)

- Directly teaches inductive, rather than deductive, logic
- Encourages systematic experimentation & hypothesis-testing
- Requires constant re-evaluation of beliefs in light of new evidence

New
Packaging
Coming
2018!



Looney Labs EDU Product List

SKU	NAME	GRADES	PLAYERS	MSRP
LOO-001	Fluxx	LE/MS/HS/CU	2-6	\$16
LOO-002	Aquarius*	EE	2-5	\$15
LOO-078	Chemistry Fluxx	HS	2-6	\$16
LOO-058	Choose One	LE/MS/HS/CU	3-10	\$20
LOO-009	Chrononauts	HS/CU	1-6	\$20
LOO-059	EA Chrononauts	HS/CU	1-6	\$20
LOO-032	Fluxx Español	MS/HS/CU	2-6	\$8
LOO-072	Mad Libs®: The Game	LE/MS	3-8	\$20
LOO-077	Math Fluxx	LE	2-6	\$16
LOO-071	Nature Fluxx	MS	2-6	\$16
LOO-074	Pyramid Arcade	EE/LE/MS/HS/CU	1-10**	\$77

* Preschool modifications are included

** Number of players depends on game, ranging from 1-10. When a specific set of multiple games are played at once, one box of Pyramid Arcade can accommodate 30+ players. See looneylabs.com/edu for details.

Where to Buy

CONSUMERS

To find a store near you, visit roster.looneylabs.com

To buy our games online, visit store.looneylabs.com

RETAILERS

ALL ELEVEN GAMES (MOQ=1 game***)

Looney Labs	LooneyLabs.com/Retailers	(301) 441-1019
ACD Distribution	www.acdd.com	(800) 767-4263
Alliance Games	www.alliance-games.com	(800) 669-4263
GTS Distribution	www.GTSdistribution.com	(425) 249-7066
Lion Rampant	lionrampantimports.com	(905) 572-6446

SOME GAMES AVAILABLE (MOQ=1 game***)

Continuum Games	orders@continuumgames.com	(877) 405-2662
R&M Distribution	rmdistributors.net	(925) 356-0110

MAD LIBS®: THE GAME (MOQ=5 games)

Schylling	www.schylling.com
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***Get a FREE colorful display box when you buy six copies of our little box games