TABLE AND ONLINE GAMES

Codenames
Development Areas: Word Association, Strategic Thinking, Teamwork
Age Level: 13 +

The Mind
Development Areas: Attention, Concentration, Teamwork, Timing

Age Level: 10+

Risk
Development Areas: Strategic Thinking, Problem Solving, Patience, Tactic Development

Age Level: 12 +

Scythe
Development Areas: Economics Management, Strategic Planning, Competition
Age Level: 14 +

Catan
Development Areas: Resource Management, Planning, Negotiation, Strategic Thinking
Age Level: 14 +

Stardew Valley
Development Areas: Time Management, Strategic Planning, Social Interaction
Age Level: 12 +

Cities: Skylines
Development Areas: City Planning, Resource Management, Strategy
Age Level: 12 +

Paper Please
Development Areas: Ethical Decisions, Memory, Quick Thinking
Age Level: 12 +

The Long Dark
Development Areas: Strategy, Resource Management, Intelligence Development, Survival Skills
Age Level: 12 +

Civilization VI
Development Areas: Historical Knowledge, Diplomacy, Resource Management, Strategy
Age Level: 12 +

Age of Empires IV
Development Areas: Strategy, Resource Management, Historical Thinking, Tactical Planning
Age Level: 12 +