

# Free Web-Based Games for Grades 6-12

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**Spent** (Search “PlaySpent”) -- A choose-your-own-adventure narrative where the player attempts to financially stay afloat for one month on a low-wage salary. See also **Payback** (Search “Time for Payback”), a similarly-designed game based on incurring student loan debt.

**Geoguessr** -- Using the Google Maps platform, the randomly-placed player must use visual clues to accurately pinpoint his/her location; the more expansive the player’s knowledge of geography, language, topography, biology and architecture -- the better chance he or she has of being accurate.

**Freerice** -- Gamified in the sense that it encourages players to “level up” and rewards correct answers (to multiple choice questions in a wide array of subject matters) -- this is a great humanitarian site.

**Electrocity** -- A turn-based city-builder where the player must utilize and manage a multitude of energy sources in order to provide for an ever-growing urban population. Couple it with **Oiligarchy**, a turn-based tycoon game based on oil production from the 1950s on.

**Climway** -- A turn-based massive city manager game where the player must enact policies in order to lower GHG emissions within a 50 year span. See also **Windfall** and **Top Crop**.

**How the Market Works** -- A real-time stock market simulator, complete with great resources (links to *The Motley Fool*, *Investopedia*, and classroom assignments) as well as multiple investing capabilities (like investing in mutual funds, shorting stocks, etc).

**3rd World Farmer** -- A role-playing, turn-based game in which the player aims to provide for his family by growing crops and advancing technologically -- while battling the hardships of the 3rd world.

**The Undocumented** (Search “The Migrant Trail Game”) -- A first-person, turn-based strategy game played from the perspective of either an undocumented immigrant or the border patrol, each embroiled in the dilemmas stemming from undocumented immigration.

**Mission US** -- A series of five first-person, choose-your-own adventure narratives set in distinct epochs of American history, where the player must navigate and understand the dynamics of that time period’s experience.

**Fiscal Ship** -- A civics-oriented decision-making game where the player must (via enacting fiscal policies and legislation) take on the task of balancing the US budget by 2042, while simultaneously fulfilling an agenda he/she values.

**Grepolis** -- Massively Multiplayer Online Real-Time Strategy (MMORTS) game set in Ancient Greece, where the player must oversee and manage all facets of society and government while he/she attempts to expand from a humble polis to a metropolis. Other MMORTS: **Sparta: War of Empires** and **Forge of Empires** and **Pirates: Tides of Fortune** and **Campaign of 1863** and **Supremacy 1914** and **Call of War 1942**.

**Spitfire 1940** -- A turn-based strategy game set during the Battle of Britain, where the player must efficiently assign and manage new recruits in order to defeat the German Luftwaffe raids.

Couple it with **Battle of Britain: 303 Squadron**, a 3rd-person flight simulator from the same setting.

**Evolution Lab** -- A phylogenetics game, where the player must build and organize evolutionary trees dependent upon species' genetic similarities. Couple it with **Little Alchemy** or **The Blood Typing Game**.

**iCivics Games** -- A host of games that allow the player to engage in or simulate Civics processes. In **Executive Command**, the player takes on the role of president. In **Branches of Power**, the player tries to pass laws by employing all three branches of government. In **Argument Wars**, the player tries to argue and win famous Supreme Court cases. See also **Annenberg's That's Your Right**

**Wordbuster** and **Scrabble Sprint** and **Clockwords** and **Wordtris** are all timed word/vocabulary games that engage the player's linguistic abilities.

**Duolingo** -- Language-learning gamified, scaffolded, and extensive.

**Frontier** (Search "Frontier Game") -- An adventure/tycoon game requiring trading and fighting in a fantasy/historical setting.

**The Redistricting Game** -- A strategy/role-playing game about gerrymandering, where the player must redraw voting districts in order to gain political advantage.

**Insurgo** -- A basic but addictive metal tower-building game whose underlying principles of physics, load-bearing stress, and wind factors.

**Quandary** (Search "Quandary Game") -- An ethics- and decision-based sci-fi game meant to explore societal dilemmas, whose complexity is derived from the many motives and personalities involved in any social fabric.

**Command and Control** -- A tower-defense (omniscient viewpoint) strategy game based on US military conflicts of the 1990s and 2000s; the player must manage resources and weaponry upgrades in order to have advantage over enemy combatants. \*\*Note: Violence\*\*

**Cargo Bridge 2** -- A physics and math game where the player is tasked with designing and testing bridges in increasingly difficult scenarios.

**Real Estate Fun** -- A basic house-flipping tycoon game, where the player must amass his/her fortune via strategically buying, renovating and selling properties. Couple it with **Mortgage Meltdown** and **Jane's Realty** and **Real Estate Empire 3** for added nuance.

**The Radix Endeavor** -- A role-playing, collaborative STEM-based game where the the player explores a virtual world, solving mathematical and biological experiments.

**NYC Mafiosi** -- A Prohibition era tycoon/management game, where the player assumes the role of mobster attempting to take over NYC's boroughs via racketeering. \*\*Note: Violence, alcohol references and crime involved.\*\*

**Financial Entertainment Games** -- A host of games that employ and hone personal finance skills. **Farm Blitz** focuses on interest rates and debt; **Bite Club** focuses on retirement savings; **Celebrity Crush** focuses on credit; **Refund Rush** focuses on spending and investing tax refunds.

**Pandemic 2** -- A global real-time strategy game where the player attempts to infect the world's entire population with a deadly disease before a vaccine is discovered and distributed. The player must take into consideration geography, logistics, economy and population distribution -- while also considering the factors that increase the potency of the outbreak.

**Admongo** -- An adventure game created to teach young people advertising literacy, including how to interpret motive and methods.

**Catchment Detox** -- A turn-based strategy game that challenges the player to clean up river runoff (catchment) within a 100 year span, while still sustaining food production and financial wellbeing for the proximal communities.

**Fake It to Make It** -- A simulation-style game about fake news; the player creates a successively larger web platform attempting to spread misinformation, make money and sow discord, learning about the inner workings of these processes in real life. **\*\*NOTE: Some topics depend on inflammatory rhetoric\*\***

**Code Fred: Survival Mode** -- An interactive anatomy and physiology game that allows the player to control the body's survival mechanisms, like delivering hemoglobin to muscles and proteins to important organs.

**Kahoot** (Search "Create Kahoot") -- A competitive, interactive, gamified multiple-choice platform with thousands of user-made quizzes, plus the ability to custom-make one's own. **Quizizz** is similar -- less of a collective competition but much more stylized and professional.

**Past/Present** (Search "Past Present Game") -- An interactive simulation set in 1906 in a fictitious mill town, offering a microcosm of the political, social and economic issues of that time (and ours as well).

Sites to visit regularly:

- Games for Change
- Learn4good (Click "Games")
- Armor Games
- Larry Ferlazzo's Blog (Find "Learning Games" links)
- CoolMath Games
- Citizen Science Center

Literature/Studies/Videos on GBL:

- <http://www.iflscience.com/brain/computer-games-shown-improve-memory-and-neural-connectivity-child-ren/>
- [http://www.joanganzcooneycenter.org/wp-content/uploads/2014/10/jgcc\\_leveluplearning\\_final.pdf](http://www.joanganzcooneycenter.org/wp-content/uploads/2014/10/jgcc_leveluplearning_final.pdf)
- [https://www.researchgate.net/publication/242513283\\_Digital\\_Game\\_Based\\_LEARNING\\_It%27s\\_Not\\_Just\\_the\\_Digital\\_Natives\\_Who\\_Are\\_Restless](https://www.researchgate.net/publication/242513283_Digital_Game_Based_LEARNING_It%27s_Not_Just_the_Digital_Natives_Who_Are_Restless)

- <https://www.youtube.com/watch?v=4aQAgAjTozk&t=302s>
- <https://www.sciencedirect.com/science/article/pii/S0360131513002224>
- <https://www.youtube.com/watch?v=O2N-5maKZ9Q>
- <https://www.youtube.com/watch?v=dE1DuBesGYM&t=182s>
- <https://www.sciencedirect.com/science/article/pii/S0360131508001954?via%3Dihub>