

# Munchkin Cthulhu

Grades 2-5



## Audience & Play



- » Ages 10+
- » 3-6 Players
- » 60-120 Minutes

## Board Game Description



“Munchkin Cthulhu is a stand-alone game that lampoons Lovecraft’s Mythos and the horror gaming that surrounds it”--Publisher website.

## Skills & Mechanics



- » Card Games
- » Board Games
- » Tabletop Games
- » Fantasy Games
- » Roleplaying Games

## Alignments



### Common Core

**CCSS.MATH.CONTENT.2.OA.B.2** Mathematics. Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers.

### TEKS

**111.7.(a)(3):** Mathematics. For students to become fluent in mathematics, students must develop a robust sense of number. The National Research Council’s report, “Adding It Up,” defines procedural fluency as “skill in carrying out procedures flexibly, accurately, efficiently, and appropriately.” As students develop procedural fluency, they must also realize that true problem solving may take time, effort, and perseverance. Students in Grade 5 are expected to perform their work without the use of calculators.