

Board Game Inventor Returns to Alma Mater to Motivate Creative Minds



HAFTR fourth grade teacher, Beth Dubin with inventor Marshall Chrein, and a group of students playing Consensus

On Wednesday, March 2, 2011, HAFTR was very fortunate to have Marshall Chrein, alum, come back for a special visit. Beth Dubin, 4th grade teacher, and HAFTR Lower School's biggest board game enthusiast arranged for Mr. Chrein, CEO of Mindlogic, Inc. to present to the entire 3rd, 4th, and 5th grades. Mr. Chrein created a board game called **Consensus**, which promotes critical thinking skills in an interesting way. He spoke to the students about how he became an inventor, as well as the process of game creating. He assured the students that they all have the potential to follow through on their ideas in the same way he did. Mr. Chrein gave the students a memorable experience, in which they had the opportunity to play the game with peers, win a brand new copy of the game in a raffle, and even get the creator's autograph. Fourth grader, Sarah Austin, in "consensus" with her classmates, spoke very highly of the event. She exclaimed, "It was a good way to learn new vocabulary words and have a lot of fun at the same time. Kids and even adults would enjoy playing this game!"