ABSTRACT BOARDGAMES IN EDUCATION

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MANCALA/PIT AND PEBBLE GAMES



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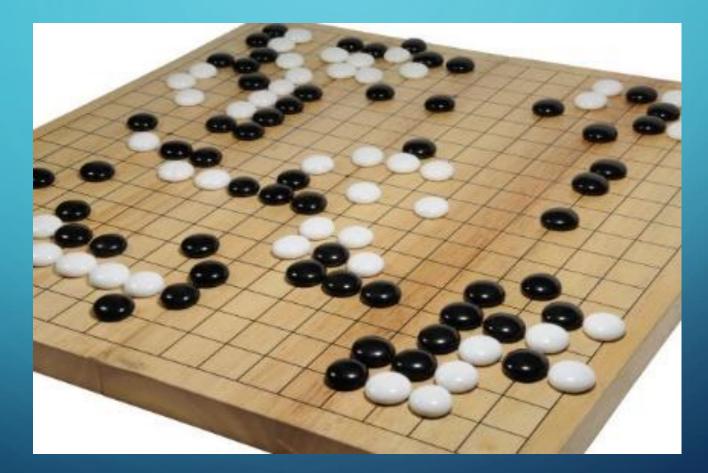
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DAMA/DRAUGHTS/CHECKERS



WHY

these games

EASY RULES

everybody can learn

VARIABILITY (mancala, dama)

new rules, new strategy, new fun, new skills

COMBINATION

MANY

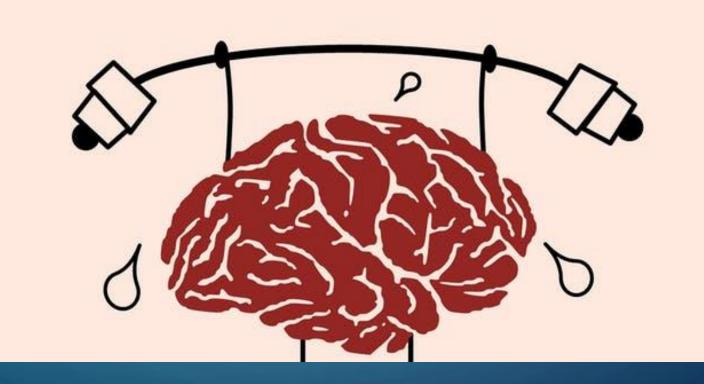
you will never get bored, because same game will not repeat

GAME MATERIAL

easy to make,

nice professional sets

WHAT CAN YOU TRAIN



MANUAL SKILLS

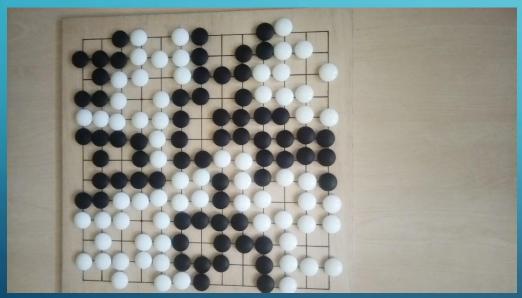
Flipping or inserting small pieces trains fine motor skills

MEMORY

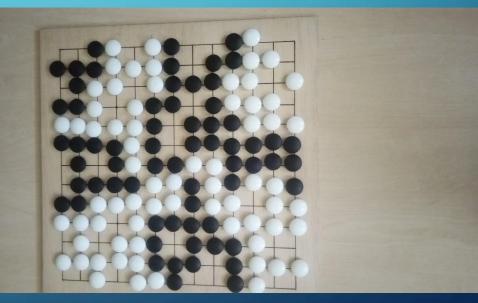
How is this game played...???

PERCEPTION

CAN YOU FIND A DIFFERENCE?



IN LESS THAN 10 SECONDS?



PLANNING

If I want to get from A to B via C but not via D, which way I should use...

DECISION MAKING

A is better than B, but worse than C, so I should use C if I can...

CONCENTRATION

Will you carefully check which move capture most or you just play anything?

SELF-CONTROL

Will you be angry if you lose? Will you come next tournament even if you took last place?

LEARNING FROM YOUR MISTAKES

How many times you do same mistake?

CONSIDERING VARIANTS

If there is no bus connection, will you decide not to travel or you check train and taxi from nearest place?