#### ABSTRACT BOARDGAMES IN EDUCATION

HANA KOTINOVÁ 2019

O

#### MANCALA/PIT AND PEBBLE GAMES

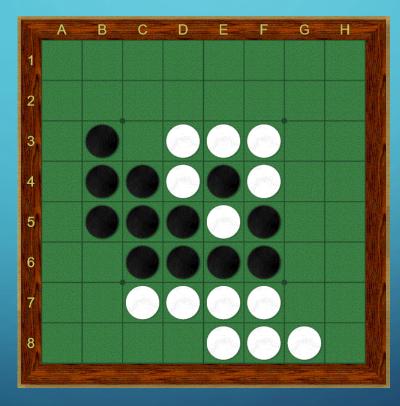


#### OTHELLO

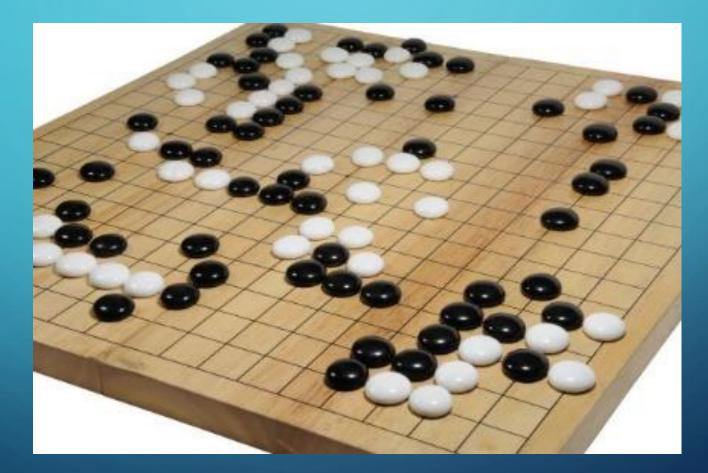
 $\odot$ 

0

С







#### DAMA/DRAUGHTS/CHECKERS



## WHY

these games

### EASY RULES

everybody can learn

#### VARIABILITY (mancala, dama)

new rules, new strategy, new fun, new skills

# COMBINATION

MANY

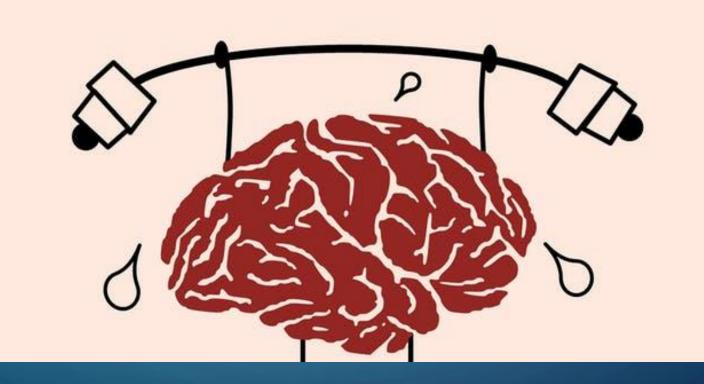
you will never get bored, because same game will not repeat

## GAME MATERIAL

easy to make,

nice professional sets

#### WHAT CAN YOU TRAIN



## MANUAL SKILLS

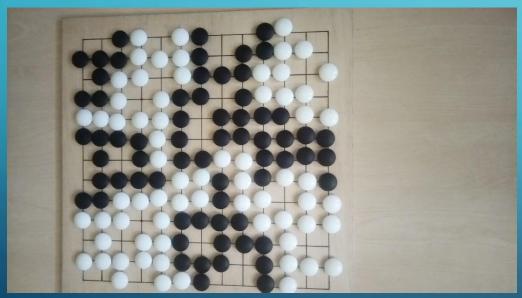
Flipping or inserting small pieces trains fine motor skills

### **MEMORY**

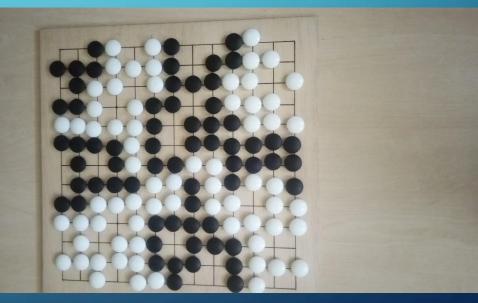
How is this game played...???

### 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?