

# 8x8 Games- Lesson Plan

## Goals:

Learn and practice games developing strategies, critical thinking, geometric 2D perception ,and exploratory and predictive reasoning.

## Commented description of materials to be used:

The 8x8 game board and pieces should be explicated and shown. The explanation of a ruleset should be followed by a moment of play of a game or two. It is recommended to do this on a game to game basis. After each play moment, analysis and consideration can follow regarding some game states. A physical implementation should be present and distributed for every pair of participants to explore the games taught (a pen and paper version can alternatively be suggested).

## Strategies:

Experiential and collaborative learning

## Suggestions:

- Grouping learners in teams of two, for an uneven number of players one can example play with the teacher;
- Discussion on their strategies and plans for various game situations. Encourage the sharing of ideas and collaboration.

## Appraisal / Evaluation of Students:

Do learners find the material fit for the activities suggested? Many similar problems can be implemented with the same material.

### **Assessment of lesson:**

Learners taking part in this lesson will be equipped with a basic understanding to mediate these games to their public. After having played the game they might have a varying understanding of the strategies and rules taught, this combined with their involvement and enthusiasm for the activities should be taken into account.

### **Closure:**

During play attention should be given to possible doubts and understanding of both game rules as well as play. These should be highlighted during the session and taken note of for future reference to tailor the class for future learners.