

## MINDLAB COURSE DESCRIPTION BLUE CURRICULUM

### 1) Problem Solving

This course contains 6 one hour lessons. The games included are Rush Hour, Draughts, Lunar Lockout and Let's Do Lunch. In the framework of the course, the children will realize that they need not be intimidated by problems, as they do not necessarily pose a threat. By learning some enthralling games and various strategies, the children will be taught to identify and deal with a wide range of problems. The strategies covered begin with a question asking approach, which helps to identify the source of the problem. The children will learn the Detective Method and how to identify the Primary and Secondary Objectives, strategies which provide essential planning and problem solving tools. It will be shown that sometimes we have to break from accepted thought patterns and preconceptions in order to be able to think creatively. The children will be required to exercise a large measure of patience when confronted with situations of uncertainty where they will have to calculate the risk and chance factors.

### 2) Planning and Sequencing

This course contains six one-hour lessons. The games included are Mancala, Matix and Mini Bridge. In this course the children will learn that every single one of their actions will have its own reactions and repercussions. Therefore, careful and precise planning is of paramount importance and must also involve the actual order of events and sequence of moves. Maintaining a correct move order will save time and resources in the long run. Also when we find ourselves in situations where we are not in total control of proceedings, we must still act cautiously. In such situations, we should endeavour to gather as much information as possible and try to remember the moves carried out by our opponents. This way we will ensure that we pursue a more precise move order while reducing the chances of getting in harm's way.

### 3) Information Analysis

This course contains 4 one-hour lessons. The games included are Downfall, Codebreaker and Kara Kupe. In this modern age where information is so omnipotent and accessible, it is vital to learn how to glean that information systematically and efficiently. In this course the children will learn how the effective gathering of information can help to achieve our objectives. The game of Codebreaker teaches us how to make sense of coded information and how to draw important conclusions from it. In the exciting game of Kara Kupe the children must try to clearly convey information to their partners while endeavouring to conceal that same

information from their opponents. Another and no less important feature, which is heavily emphasized in the course, is the interpersonal aspect. The children will be taught the importance of being attentive to, and aware of, the actions of our peers. Likewise, they will be exposed to the power of the non-verbal messages which are conveyed in all human interactions.

#### 4) Resource Management

This course contains 8 one-hour lessons. The games included are Blokus, Pylos, Zenix and Octi. In the framework of this course, the children will learn the significance and importance of all the resources at their disposal, not only in terms of the games themselves but also in terms of real life situations. These real life parallels are conveyed by way of related analogies, entertaining class activities and testing brainteasers. The children will be taught to identify all the resources and will learn how to allocate them in the most efficient and optimal way possible. Resourceful planning and the prioritization and maximisation of resources are brought to life with a wealth of instructional game strategies for each of the four games in the course.

#### 5) Deep Waters

This course contains 8 one-hour lessons. The games included are Lunar Lockout, Racko, Mancala and Blokus. In the Deep Waters course, a much more advanced and deeper examination of the games is conducted. Difficult and challenging game positions are presented which tend to furnish the children with a sense of achievement and accomplishment. The previously learnt game strategies are expounded upon and new and more complex strategies are taught while relevant messages are meaningfully imparted and transferred from the game arena to real life situations.

#### 6) Olympic Games

This flexible and versatile course has been specially designed for the students to challenge themselves and each other whilst using all the techniques, methodologies and strategies they have learned. It helps the children deal with topics such as sportsmanship, competitiveness and how to modestly accept victory and graciously accept defeat. In the second stage, children will practice the games which feature in the MindLab Olympic Games for their respective age group.

.All the activities in the above course combine stories and intriguing thinking exercises. In addition, each child receives a MindLab exercise book intended for work in the class as well as at home with his or her parents.