

MINDLAB COURSE DESCRIPTION ORANGE CURRICULUM

1) Welcome to the World of Games

This course contains 6 one hour lessons. The games included are Noughts and Crosses, Four in a Row, Wolf and Sheep, Quoridor, Rush Hour and Lunar Lockout. In the framework of the course, the children are exposed to the world of games and to basic thinking concepts. They initially learn that a game, just like every other system, has its own aims and rules which enable orderly activity. In due course, they will learn that a game, like all other activities, has an outcome or a result. In no small measure their actions have a powerful influence on the results. It is for this reason that the children must learn to take responsibility for their actions. The children are taught basic strategies such as creating threats, creating double threats, use of the Traffic Light Method, working together. This course will hopefully help to impart a feeling of self-achievement, internal control and the ability to deal with frustration and disappointments. This will be amply countered by a considerable amount of enjoyment.

2) United Forces

This course contains six one-hour lessons. The games included are Quarto, Abalone, Chifoumi and Chinese Checkers. In this course the children will learn to understand the importance of united forces whose members collaborate and work together. The children are first taught the definition of a group and learn to appreciate the need for a common denominator to unite the group while not compromising the uniqueness of each individual member. This will highlight the importance of the united group in achieving the common goal. The children will learn to effectively utilize each member's attributes and respective contribution and will be exposed to various thinking models and strategies such as mutual help and the Chain Model. In addition to the cognitive thinking strategies this course also places heavy emphasis on many social values.

3) Figuring It Out

This course contains 4 one-hour lessons. The games included are Dominoes, Mancala and Draughts. In this course, the children will practice basic mathematical skills in an experiential and entertaining way. They are first exposed to the world of numbers through the game of Dominoes. The children will practice quantitative comparisons and basic addition exercises. This will be followed by more addition and subtraction exercises and using the game Mancala, where emphasis is placed on the need to maintain a correct move order. The course is concluded with the game of Draughts which teaches the children to think in a logical and systematic way.

4) Asking Questions

This course contains 8 one-hour lessons. The games included are Submarines, Guess Who, the King's Game, Hannibal and Safari. In the framework of this course, the children will learn that intelligent question asking both in games and in real life situations, is one of the best ways to gather information which can then help them to make balanced decisions. The real life parallels are conveyed by way of interrelated analogies, entertaining class activities and testing brainteasers. The children will be taught many essential strategies all connected to question asking techniques and information processing. These include Optimal Information Deduction, Process of Elimination, Broad and General Questions Asking, The Detective Method, Separating the Crucial from the Trivial, Learning from Mistakes, Discovering the Underlying Principle, Relating to the Environment and to the Opponent, and Flexible Planning. The two integrative lessons provide the children with the opportunity to compare and contrast between all the strategies and techniques covered.

5) Deep Waters

This course contains 8 one-hour lessons. The games included are Four-in-a-Row, Quoridor, Rush Hour and Draughts. 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 analogies 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.