

## MINDLAB COURSE DESCRIPTION PURPLE CURRICULUM

### 1) **Forward Planning**

This course contains 6 one-hour lessons. The games included are Rush Hour, Pylos, Zenix, and Octi. In this course the children will learn the basics of planning. They will first be shown the immense advantages of forward planning over trial and error. This will be followed by exposing the children to other planning strategies such as the Detective Method, the Efficient Allocation of Resources, Relating to One's Peers and the Stoplight Method. To conclude they will learn the differences between short and long-term planning and will see that sometimes success in the long-term requires short-term sacrifices.

Learning the Stoplight Method and understanding the opponent's intentions help to sharpen the children's interpersonal intelligence and empathy. The children will realize that in every action involving another human being we should try to get into his/her shoes and view the action from a different perspective.

### 2) **The Benefits of Collaboration**

This course contains 6 one-hour lessons. The games included are Four-in-a-Row, Abalone, Lunar Lockout and Sequence. This course will highlight the positive effects that a harmonious and united group can generate when the members cooperate and work together. The concepts of working together and collaboration will first be examined both in terms of offensive and defensive activities. We will witness how the collaborative group almost always enjoys an advantage over the lone individual and assess the pros and cons of mutual help and interdependence between group members. It will be shown that sometimes the special talents and abilities of a particular group member are the key to the group's success. The children will be required to put all these points into practice in game-playing sessions involving both verbal and non-verbal interaction. It goes without saying that as well as the cognitive elements this course places special emphasis on the socio-emotional and ethical fields.

### 3) **Decision Making**

This course contains 4 one-hour lessons. The games included are Matix, Yahtzee and Quoridor. In this course the children learn how to make intelligent decisions in both clear and unclear situations. They will firstly be taught that in order to reach the correct decision we are required to examine all the alternatives. The Thinking Tree Method helps us to assess the value of these alternatives. It will be shown that in conditions of uncertainty the children must try to calculate the risk and chance factors. These calculations will expose the children to basic probability studies and elementary statistics. The children will learn that all decisions, whether carried out in clear or unclear conditions, necessitates we relate to our opponent's actions. This course contains some valuable socio-emotional and ethical elements. The children learn to

take responsibility for their actions, regardless of the conditions in which they were taken. The children will become accustomed to the fact that they do not always have total control over the proceedings and so they must exercise flexibility and patience. Relating to one's peer and opponent helps to generate empathy and interpersonal awareness.

#### 4) Tactics and Strategy

This course contains 8 one-hour lessons. The games included are Othello, Backgammon, Nine Man Morris and Mini Bridge. In the framework of this course the children will learn the value of overall strategic planning and the importance of point-to-point tactical implementation. Relevant game strategies will be imparted that have real life significance. These strategies include, Borderline Control, Tactical Threats, Safe Bases, Key Point Control, Retaining the Initiative, Key Points Mobility, Creating Winning Structures, Accurate Bidding, Calculated Bids, and Calculating Tactical Variations. The real life parallels are conveyed by way of related analogies, entertaining class activities and testing brainteasers.

#### 5) Deep Waters

This course contains 8 one-hour lessons. The games included are Octi, Backgammon, Mini Bridge, Othello. 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 teacher in order to provide the necessary tools to help stage the Mind Games Olympics at class, school, regional and national levels. The first section lays out a general explanation of the MindLab Olympic Game program. It deals with key topics such as sportsmanship, competitiveness and how to modestly accept victory and graciously accept defeat. In the second stage, according to their respective age groups, the children will practice the games which feature in their particular Olympic Games.

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.