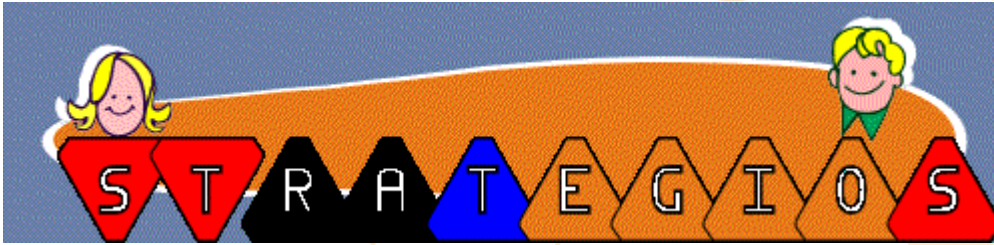


Newsletter



Issue Nb.1

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STRATEGIOS
at the Ecole Nouvelle
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first to reach the top ?

Backgammon:
It's not just luck !

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Strategy games at school? Why?

STRATEGIO's approach is ground breaking. It uses games to help young people aged from 6 to 13/14 years develop reasoning skills. The workshops help them analyse information, structure their thought processes, think logically, make decisions and solve problems: all skills they need to succeed

in their studies and professional lives.

Obviously, playing games means having fun. But games can also be very effective teaching tools.

Research in US universities has shown that programs similar to STRATEGIOS have resulted in children achieving significantly improved results

in standardised verbal communication and mathematical tests.

And it's not just a valuable extra-curricular activity. Workshops create such enthusiasm among participants that thought provoking games soon become part of family life at home!

The STRATEGIOS workshops

STRATEGIOS workshops are built around thoroughly researched, innovative teaching concepts.

Game selection

We are meticulous in selecting the board games we use.

Obviously, they must be of the type that will illustrate and develop specific mental skills and thought processes: raising queries, eliminating irrelevant material, setting priorities, maximising opportunities, developing interpersonal skills...

The aim, throughout the workshops, is to cover a whole range of skills.

But also, we adapt our courses to varying aptitudes and abilities. This means that

all students enjoy themselves – and learn.

Teaching

We've given a great deal of thought about how to teach each game, determined that children shall progress - while having fun.

Age-adapted course materials and the use of a retro projector in the classroom help students understand and memorize rules, principles and key positions.

After the workshop

We don't use computers at STRATEGIOS workshops. Our priority is to encourage players to inter-act, to study their opponents' moves.

But there is a private section

on STRATEGIO's website which allows our students to download software and complementary exercises. This means they can practice and play at home if they want.

EDUSSIMO

EDUSSIMO has been developing novel teaching concepts since 1995. It aims to equip the next generation with essential tools for their studies and their professional life.

FUTUREKIDS computer classes and camps, courses preparing youngsters for the CAMBRIDGE ICT examinations, and STRATEGIOS workshops, both form part of EDUSSIMO's educational packages.

STRATEGIOS at the ENSR

« Even with the younger students, I soon noticed improvements in logical reasoning and problem-solving abilities »
Kim-Lan Vu,
STRATEGIOS teacher
at the Ecole Nouvelle
de la Suisse Romande.

Since September 2007, STRATEGIOS workshops have featured as extra curricular activities at the Ecole Nouvelle de la Suisse Romande.

Around thirty students, aged 6 to 11, take part in the weekly courses.

By the end of the school year, they have developed effective strategies for a dozen or so games, among them Pylos, Othello and, more complex, Backgammon.

Learning each game follows a step by step process.

First the children are taught the rules, then start playing. Group discussions help them discover the underlying principles of the games.

Teachers then gradually introduce new tactical and strategic concepts, which the students assimilate whilst playing.

A multi-game contest concludes the year. It is a great occasion to reflect on what has been learnt – and ensure a place in the limelight for the winner!

A number of other schools have or are also planning to launch STRATEGIOS workshops.



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Pylos: The first to reach the top

Pylos is certainly one of STRATEGIOS's most popular mind-challenging games.

Each player starts with 15 own colour balls which they place on the board in turn. Gradually, the height rises: the winner is the one who crowns the pyramid with the last ball.

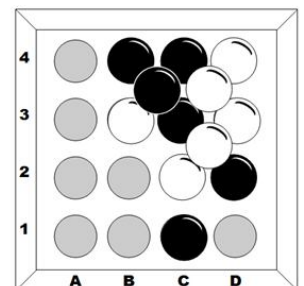
Simple rules and fast games ensure Pylos's popularity.

But the game has great educa-

tional potential too.

Players have to concentrate and keep a close eye on their opponents' moves. They are introduced to vital strategic concepts such as *zugzwang* (forced moves), or how to optimize the allocation of resources.

Anyone for a game?



Pylos: who will be the first to reach the top ?

Backgammon : It's not just luck !

STRATEGIOS uses different approaches to the same game depending on the ages of the children.

Take backgammon. Youngsters from 6 to 9 years old learn basic tactics: they are taught how to find alternatives to more obvious moves, or how to weigh pros and cons carefully.

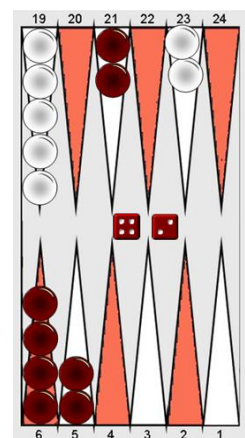
At 10 or 11, they are introduced to other concepts.

They may, for instance, begin

using simple probabilities to evaluate a situation correctly.

Older children are shown how to choose from a choice of strategies. By carefully analysing a situation, and acting strategically, a player who started a game badly could well catch up - and win!

No-one can say that backgammon is a game of chance after this course!



The « backgame » a strategy against unlucky dice!