

Good practices

Template for collecting the best practices of using Poly-Universe for Teacher training purposes / courses

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Description of the problem/exercise: Changing Elements

Type: Games in which blind people can participate on an equal footing with other players

A table of 16 (or 25) squares made similarly as the table for the previous game and two different types of elements are used by two players. Each of them uses 16 (or 25) elements of only one shape and size. At the beginning of the game the players fill up a chosen 2x2 square of the table where the 2 types of elements make a cross (2 elements of one type are put in the square diagonally). The players alternately place their elements on the table in such a way to get tails of the other player between two tails of the players whose turn it is. Then the surrounded elements (of the other player) have to be changed with the elements of the player who 'captured' the elements. The winner is the person who has more elements on the filled table.

- Why this exercise is good: Competence, which are developed, and knowledge, which is deepening, empathy for other people, creativity, problem solving, communication skills, collaboration skills and organizational skills.
- Which level is recommended: All levels
- School subject(s): All subjects
- Comments: For ages over 5 years