



Board Game Club

General description

In the American International High School-College "Progress" Ltd., within the framework of innovative and non-formal education service, a board games club is functioning. It is intended for one age category: VII-XII class students.

The activities of the club are managed by the head of the club in cooperation with the manager of the non-formal education service.

Club meetings are held once a week, except during holidays. During preparation for championships and various projects - as needed.

Club membership is voluntary.

Goals:

The goal of the club is to develop analytical and critical thinking in students, to form the ability of correct reasoning and analysis. Formulation and implementation of strategies.

Club members develop the following skills:

- ✓ Analytical Thinking
- ✓ Critical Thinking
- ✓ Ability to reason
- ✓ Ability of strategic planning and correct calculation
- ✓ Team work
- ✓ Time management
- ✓ Making effective, favorable decisions quickly

Students who are members of the club study the following subjects:

As part of the board games club, students will learn how to properly plan a strategy while playing and how to solve difficult cases.

After learning about the specifics of different games and developing strategies, they play strategic games as a team.

Within the club, participants plan and implement a competition in board games.