

Socialization playing: How to teach children to interact with each other with the help of "tags"?

Do My Homework

Board games not only teach children patience in waiting for your turn, and compliance with the rules of the game, the ability to win handsomely and accept defeat with dignity. They help to develop soft skills - «flexible skills" associated not with the subject areas, and on the personal qualities and social interaction: emotional intelligence, critical thinking, communication, teamwork. We present our four such skill that can acquire and develop the child, playing board games. The ability to understand another person

The ability to understand the other person and to see the world through his eyes - indisputably one of the most important social skills in our days. Games in which you need to anticipate the opponent's action and use this information to plan their moves and actions will certainly help to develop this skill.

Some of these games require participants to constantly calculate how their actions and the actions of competitors on one or more moves ahead - it is, for example, simple classic games such as checkers, chess, dominoes, or even more strategic game in the spirit of "colonizer" or "Carcassonne ", where players have to build cities and roads, collect resources and trade them with other players.

Simpler games, like verbal activity "Elias" and its children's version of "Elias Junior" or the game of association "Dixit", "Imadzhinarium" and "equivocation" also teaches the understanding of another person's thoughts and words often expressed indirectly. The better the player is able to watch the course of the party through the eyes of the opponent, the more successful it will be in the game, and in life. social interaction flexibility

Mechanics of some board games completely farmed out chance. On the one hand, it may seem unfair that stretched out the wrong card or throwing a certain number on the dice, you can significantly complicate the game itself or even lose. On the other hand, the collision with this kind of failure is useful and easier to handle them if they occur in the context of the game.

There are also more strategic game where the luck factor is not so significant, but the situation on the table is constantly changing due to the actions of other players. Perfect example - the classic card game "Uno": in your hand can be the most suitable to the current situation map, but the other player can change the color of the card that is to be laid on, or can do to put the map, because of which you will have to miss next move.

There is a "nastolki" and with a radical change in the course of the party: for example, in the game "Crazy maze" after each move literally changing the playing field structure. Moreover, this game - a great trainer for the development of spatial thinking in children. Such games are taught to respond to the changes that make their actions of other players, as well as to cope with the game "blows of fate", thus providing many opportunities for social interaction Nonverbal Communication

The ability to communicate using body language - an important part of many modern board games. Smiles, subtle eye movements, body position - can all talk about us a lot, including in the form of a game. Games such as "Visual" and "Concept", where it is necessary to explain the hidden word, without using sounds, and sometimes even gestures - perfect analogues nabivshemu nauseam "Shrek." Clash with someone else look at the game will not cause embarrassment and embarrassment, and contribute to the successful completion of the game party. Table games, the mechanics of which is tuned for non-verbal communication, teach children to keep track of your gestures and facial expressions, to understand the emotions of his rivals, emotional intelligence and empathy. Teamwork

Recently, in the light came a lot of cooperative games - where two or more players cooperate with each other, solving some general problem, and not compete. Completing the game requires a mission coordinated and cohesive teamwork, because to lose and win, players can only together. There are many such games for both children and adults, where participants or jointly solve any one problem or compete in combat command.

For example, the "Mysterium", where the player is required to unravel the message of a ghost sent to them in the form of dreams and associations. Also, many games on guessing words or roles borrow cooperative mechanics - such as bilingual play "word" or espionage "codenames". For a successful game in the cooperative board game, children must learn to listen to each other, to be assertive (but not aggressive) and attentive to the comments of his teammates.

Board Games - affordable and easy to use leisure time to help your child learn how to communicate with peers and adults, work in a team, defend their opinions and listen to others. And in any board games you play with your children? Share pictures with comments in social networks.