



Ubongo Jr



Co-funded by
the European Union

Key competence: *Science, Technology, Engineering, Mathematical, Learn to learn*
Soft skills: *Deduction Capacity, Abstract Thinking*



Editorial
Recommendation

2 - 4
3 - 4



20 min
20 min



5+
1° - 3°

Variants and/or steps

- Ubongo Jr could be appropriate to work spatial orientation and laterality. It also can be used for learning positions and directions in English classes.

Adaptations for special needs

- Students with special needs will require more time to solve the puzzle. You can use the colors, the animals or the number of squares for educational purposes. For example, flip the tokens and try to remember what animal is on the other side, as a memory game.

Discussion

○ Identify all the animals in the tokens. ○ Can you classify them in any way? How? ○ How can you relate this game with what you do in the class? □ Do you find the game easy/difficult? □ Would you like to be helped by a colleague? □ What kind of help would you need?

% of answers based on 238 Primary School students



Would you like to play it again?	5%	2%	3%	89%
Have you communicated a lot with your classmates while you were playing?	13%	12%	41%	35%
Have you done any calculations during the game?	26%	6%	10%	59%
How easy was it to understand the rules of the game?	2%	5%	11%	82%
Have you thought of any strategy while playing the game?	31%	6%	13%	51%
Are you able to explain this game to another student?	7%	8%	11%	74%