



Ubongo



Co-funded by
the European Union

Key competence: <i>Science, Technology, Engineering, Mathematical, Learn to learn</i> Soft skills: <i>Deduction Capacity, Abstract Thinking</i>				
	Editorial Recommendation	1 - 4 4	25 min 30 min	8+ 2° - 6°





Variants and/or steps

- To avoid frustration or stress we recommend playing without the hourglass. If a student is stuck, another who has finished can help him.
- The number of squares of each shape or each board can be used with mathematical purposes. For example, students can calculate areas or can work with coordinates.
- Using the same board but rotating it could be used for spatial orientation and laterality.

Adaptations for special needs

➤ In students with special needs it is essential to play without time. In some cases Ubongo Junior can be more adequate.

Discussion
 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?	2%	1%	9%	88%
Have you communicated a lot with your classmates while you were playing?	9%	15%	18%	59%
Have you done any calculations during the game?	22%	15%	25%	39%
How easy was it to understand the rules of the game?	3%	4%	14%	79%
Have you thought of any strategy while playing the game?	20%	13%	22%	46%
Are you able to explain this game to another student?	8%	7%	11%	75%