



Teacher Support: MindGame

Getting to know MindGame

MindGame is based on the ancient Japanese game of **Go**, or its more modern version **Othello**, which has been completely redesigned by Mario Rinvulcri and Clarity. The object of the game is to have as many of your pieces as possible on the board at the end of the game. To do this, you have to master the strategy of the game as well as answering questions based on a particular language area. **MindGame** covers 100 language areas at five levels, but also allows both students and teachers to add games of their own. The big plus of this program is that unlike many educational "games", this is a real game - it presents ludic as well as educational challenges - and students genuinely enjoy playing it for its own sake. The psychology

behind the game is clever: the student's motivation is to win the game, but they can't win without thoroughly learning the language area.

Activity 1

The first stage in familiarising yourself with **MindGame** is to play a game. Start any level of the program on your computer and choose a game to play. It is best if you can play against a partner, but if you are on your own you can play against the computer. Before you play, look through the questions below and as you play make notes of the answers. When you've finished, fill in the worksheet below.

1. If you are not sure how to play MindGame what is the quickest way of finding out?

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2. How can you change the appearance of the screen (eg to a beach scene or a sky scene)?

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3. What sound effect do you get with the beach screen?

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4. When you start playing the game you can see the words in yellow boxes at the top of the squares. How can you hide the words?

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5. How do you set a time limit for answering questions?

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6. At the end of the game, how can you find out which questions you answered correctly and incorrectly?

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7. Name three pieces of information given to you in your report.

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8. What is the function of the What's next? resource?

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9. How do you switch off the sound?

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10. If you add your own games, where do they appear on the menu?

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11. Where can you find support materials for MindGame (such as the syllabus)?

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