

THE DIDACTIC CARD GAME "PEDAGOGY IN PHYSICAL EDUCATION - CAREFULLY AND QUICKLY"

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ABSTRACT. Teaching methods are continuously developed. New methods may appear periodically through the combination of existing ones, adjusted by the experience of teachers. The most effective, in our opinion, are those that help us achieve educational objectives without neglecting students' motivation for proposed tasks. After the success we had with the didactic card game "Didactireka" (Văidăhăzan & Prodea, 2012) we continued to experience such changes in our collection of teaching methods. The idea for this didactic card game came from the card game "Jungle Speed" that we found on the internet. In this article we describe how we transformed the card game "Jungle Speed" into educational card game "Pedagogical concepts in Physical Education - carefully and quickly". The game we created has 168 cards, of which 144 are playing cards and 24 are action cards, plus a "treasure". The best dynamic of the game we had with five teams (with 3 or 4 players on the team) or six teams (2 or 3 players on the team). The game can take place on two levels of difficulty. The first difficulty level is to not take into account pedagogical concepts related to words on the playing cards. The second difficulty level requires players that win a duel to define the concept typed on the playing cards included in a duel. If he/she fails to do so then the game continues without winning that duel.

Key words: *teaching game, educational game, pedagogy, card game, speed, assessment.*

Introduction

Teaching methods are continuously developed. New methods may appear periodically through the combination of existing ones, adjusted by the experience of teachers. The most effective, in our opinion, are those that help us achieve educational objectives without neglecting students' motivation for proposed tasks.

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The proposed game

After the success we had with the didactic card game "Didactireka" (Văidăhăzan & Prodea, 2012) we continued to experience such changes in our collection of teaching methods. In this article we describe how we transformed the card game "Jungle Speed" into educational card game "Pedagogical concepts in Physical Education - carefully and quickly".

The idea came from the card game "Jungle Speed" that we found on the internet (Jungle Speed, 2012). You can find the complete presentation of "Jungle Speed" on the website, that's why in this article we will focus on the game applied by us.

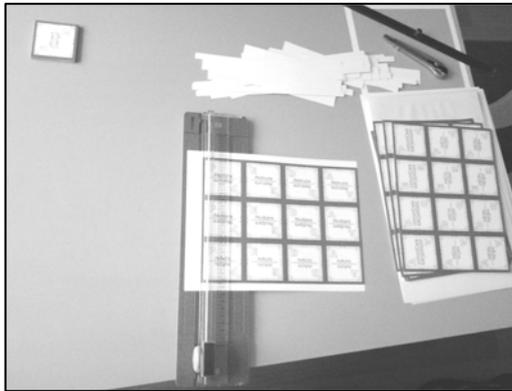


Figure 1. – The process of cutting the game cards

The game we created has 168 cards, of which 144 are playing cards and 24 are action cards, plus a "treasure". In the game "Jungle Speed" the treasure is a totem made by wood. We used an empty box of vitamins.

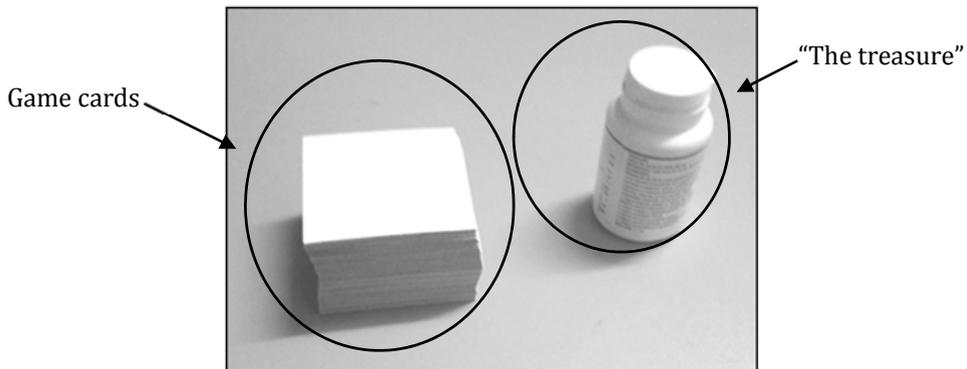


Figure 2. – Game pack
Description of the game and its rules

Players

- Teams of 2 or 3 players;
- Number of teams: 5 (remove 3 cards from the pack), 6, 7, 8;
- Optimum number is 6 teams.

Cards

- On each has these elements: a word (written in lowercase, except one letter which is written in upper case) plus a capitalized letter placed in corner (upper case letter) (fig. 3 & 5);
- Each word appears in two different forms, with different uppercase letter within it (fig. 4);
- Cards are dealt face down, in equal number to all teams.

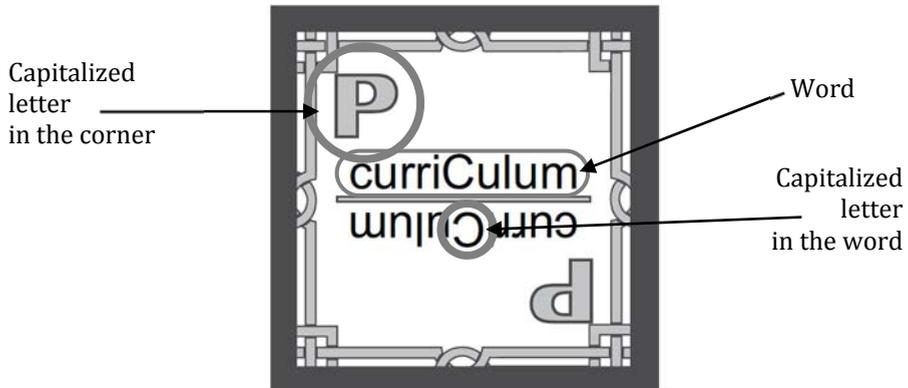


Figure 3. – Game card

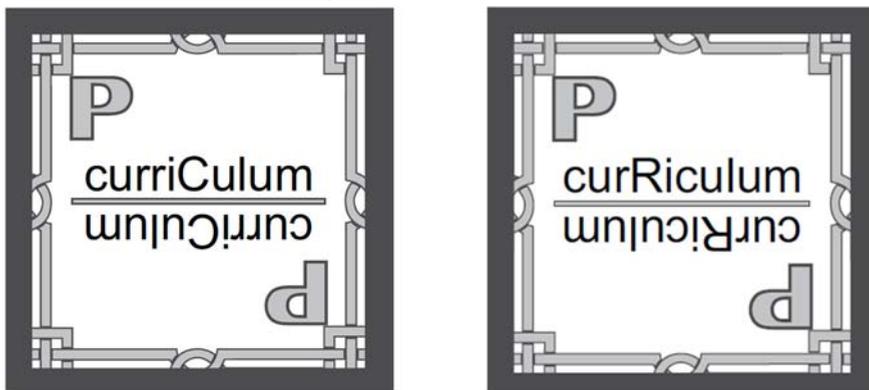


Figure 4. - The two alternatives of the playing cards

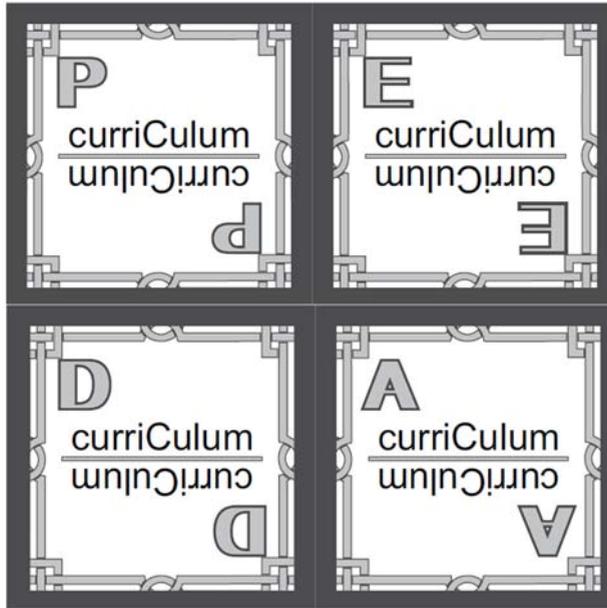


Figure 5. - The four letters from corners of game cards

Rules

- The main objective of this game is to first get rid of all the cards;
- The game starts with the first team to flip a card and place it on the table;
- Cards are flipped toward the center of the table;
- Cards that are considered in the game (active cards) are only those whose face is visible (the card that is covered during the game is no longer valid, being replaced by the card that was placed over it);
- During the game, at one time, two or more players will have the same cards (these players will battle for the treasure placed in the middle of the table);
- The main rule of the game can be changed by action cards (action cards will be described below);
- During the game no player is allowed to rest his hand between his package of cards and treasure; the hand can be in that area of the table only when is participating in a duel.

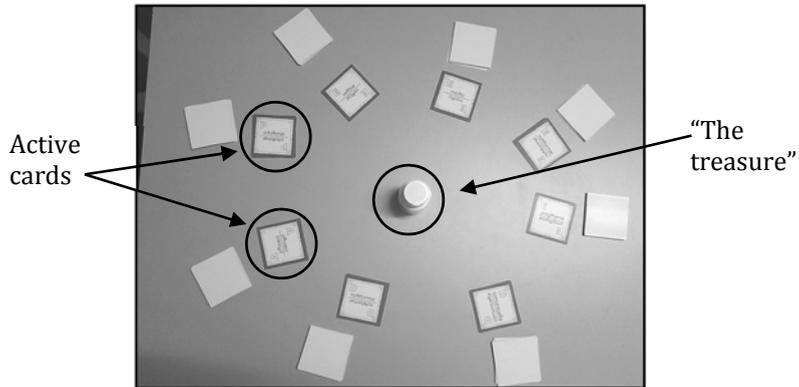


Figure 6. - "Cards settlement"

The Duel

- A Duel can take place between two or more players who have cards of the same, according to the rule of that specific moment.

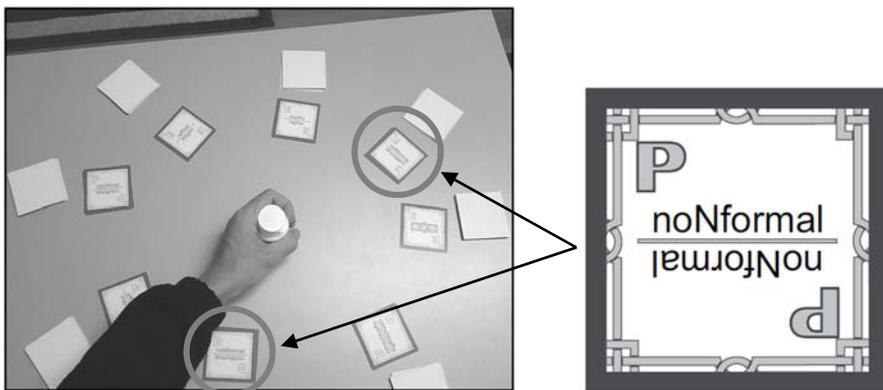


Figure 7. - A Duel

The Duel between two players

- If the duel is between two players, they have to steal the treasure from the middle of the table as quickly as they can;
- The player who steals the treasure first gives his playing cards (those that are faced-up) to player that has lost the duel;

- Other players (those who were not forced to attend the duel) will place their cards (those that are faced-up) under the cards from their hands (if you want the game to end quickly than these players will leave their cards on the table);
- The game is continued by the player who lost the duel.

The Duel between several players

- The player who steals the treasure will give his playing cards (only those that are faced-up) to players who have lost that duel (she wants);
- Other players (those who were not forced to attend the duel) will place their cards (those that are faced-up) under the cards from their hands (if you want the game to end quickly than these players will leave their cards on the table);
- The game is continued by the player designated by the winner of the duel.

Breaking down the treasure without reason

- The player that touches the treasure with no reason at all or the player that steals the treasure with no reason at all (he/she thought that there was a duel but it was a mistake) receives the playing cards (those that are faced-up) from all players;
- If the treasure falls and it cannot be determined who's guilty is then the players gather all the cards that are faced-up (from all players) and place them under the treasury (or near treasure, if the stack is too high);
- The next duel the player (or the players) who lose will take the treasure stack.

The Action cards

- They do not trigger a duel;
- They change the rules of the game as long as they are faced-up on the table and the players can see them.

Action cards - arrows outwards (fig. 8)

- The player who revealed this action card counts to three and then all the players place a playing card with the face-up;
- If there are two or more identical cards then between those players a duel starts (all players participating in a duel should try to steal the treasure as fast as they can);
- After the duel, the game continues with the player that counted to three.

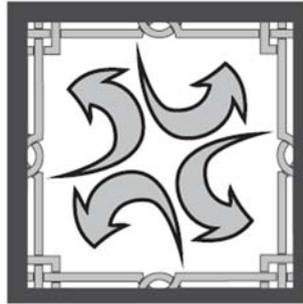


Figure 8. - Action card - arrows outwards

Action cards - arrows inwards (fig. 9)

- When this action card is revealed all players must try to steal the treasure;
- The player who stole the treasure will place his playing cards (the ones faced-up) under the treasure;
- The game is continued by the player who managed to steal the treasure.



Figure 9. - Action card - arrows inwards

Action cards - arrows inwards under the acronym "PEDA" (fig. 10)

- When this action card is revealed it means that the duel no longer launches then the word from the middle is the same on several cards but when there are cards that have the same letter in the corner (when this card is reveal there may be an immediate duel);
- After this card is covered with another card, the duel will be caused only by the cards that have identical word in the middle (this is the first rule of the game).



Figure 10. – Action card - arrows inwards under the acronym "PEDA"

Exceptional circumstances

- If, in some moments, more than one duel triggers at the same time than it is valid the duel linked with the player who stole the treasure, the other duels being canceled;

- If, after consuming a duel, on the table remain more than one action card (all of them being faced-up), then all the players take their cards from the table (those faced-up) and place them in their stack, under the other cards that they have faced-down (it is called "clean the table").

To conceive the playing cards we used the following words (chosen from the concepts of pedagogy): curriculum (this concept includes more elements in our country than in other countries), educație (English form: education), ereditate (English form: heredity), mediu (English form: environment), evaluare (English form: evaluation), formal (English form: formal), informal (English form: informal), instruire (English form: training), învățare (English form: learning), macro (from macro pedagogy – we used only a part of this concept not to spoil the game dynamic), micro (from micro pedagogy), comunicare (English form: communications), nonformal (English form: non formal), nonverbal (English form: non verbal), predare (English form: teaching), programă (from 'programă școlară', English form: curriculum), proiect (English form: project), verbal (English form: oral communication).

To have a better dynamic for our game we made two forms for every word that we chose, typing an uppercase within.

The best dynamic of the game we had with five teams (with 3 or 4 players on the team) or six teams (2 or 3 players on the team).

The game can take place on two levels of difficulty. The first difficulty level is to not take into account pedagogical concepts related to words on the playing cards. The second difficulty level requires players that win a duel to

define the concept typed on the playing cards included in a duel. If he/she fails to do so then the game continues without winning that duel.

In the figure no. 11 it can be seen a playing snapshot with first year students (Faculty of Physical Education and Sports from Cluj-Napoca).



Figure 11. - Playing snapshot

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