

Mr. Lai Wing Yip (the first on the left) and the contestants of their school's board game competition. Manager Nancy Lam (front row on the right) from Gameplan was there to give her support too.



Board Game

A forgotten treasure

Text | Ealon Li

Board games have prevailed in Europe and the U.S. for more than 30 years. Locally, the older generation fell in love with this healthy entertainment and make it a rule to use them for gatherings of family and friends. Educational benefits notwithstanding, board games are less popular with young children nowadays. What they need is probably some promotion and encouragement from schools and parents.

Mr Lai Wing Yip, a mathematics teacher from SKH Li Fook Hing Secondary School, is a big fan of board games. In the first school semester during the maths activity week, Mr Lai introduced some board games to the school as well as co-organised an intra-school board game competition in cooperation with Gameplan. The school chose Blokus, a game based on geometric shapes, for the competition. It aims to challenge players' quick thinking to come up with strategies for blocking opponents and preventing them from advancing in order to expand one's own territory.

"Blokus has very simple rules to follow; it won't take you more than 5 minutes to explain them clearly," said Mr. Lai. He continued, "This game actually involves a complex process ranging from understanding shapes, planning strategies to solving problems. All these help train our kids' logical thinking." The Blokus competition was well received by students and each winner was awarded a Blokus game board as encouragement. "Our students like to play Blokus during recess time. The game is particularly popular among boys as they love the challenge. It also helps strengthen social cohesion among kids."

Compared to many online games, NDS and Gameboy with all their sound effects and visual excitement, board games which demand patience and thinking seem to be less appealing to young kids. Mr Lai admits that introducing board games to students takes time. He suggests that parents can let children play board games at an early age, and encourage them to engage in games that can train their cognitive skills. He emphasises, "Children like to play!"



愛上 Board Game



Board game, 中文稱為棋盤遊戲、版圖遊戲等，在歐美已風行超過30年。近年在本地亦有許多成年人迷上包括board game在內的各種桌面遊戲，視它為聚會活動首選。反而在小朋友界，玩board game的較少。其實，這類既健康又益智、既易學又耐玩的遊戲，欠的只是一點推廣。

黎永業老師是聖公會李福慶中學的數學老師。他本身有玩開board game，在上個學年學校的數學週活動中，他提議搞一些和數學有關的board game遊戲活動，更和遊戲銷售商Gameplan (遊戲人生) 合作舉辦了校內board game比賽。學校選擇了Blokus大格鬥這款以幾何形狀為基礎的遊戲來組織比賽，考考學生的機智，如何用策略封鎖對手，擴張板圖。

「Blokus的遊戲規則很簡單，5分鐘就能講清楚。」黎老師說，「此遊戲其實是一個從認識形狀、到安排策略、再到解決問題的過程。這有助訓練學生的邏輯思維能力。」當日的比賽參加人數眾多，最後勝出的同學皆獲得Blokus作獎勵。「他們有時會在小息時拿出來玩，男生們喜歡當中的挑戰性，對增強同學間的凝聚力亦有幫助。」

面對「聲色犬馬」的各色各類網上遊戲、NDS及Gameboy，需要耐性、動腦筋的board game似乎對小朋友不夠吸引。黎老師亦坦承，學校推廣這類益智遊戲是需要長時間的。他建議家長們可以從小讓孩子接觸這類遊戲，鼓勵他們參與具思考性的玩樂。「玩是孩子最喜歡的！」



Photo courtesy of SKH Li Fook Hing Secondary School

Mr. Lai's Recommendation 黎Sir推介

ABALONE 321

A highly addictive strategy game based on Sumo Wrestling – the first player to push their opponent's marbles outside of the ring wins!

這是一個易學但難精通的遊戲，有些像相撲——以策略將對方的棋子推出界外。



To learn about more exciting board games, visit Gameplan website: www.gameplan.com.hk.

想認識更多益智的board game，家長可瀏覽Gameplan網站：
www.gameplan.com.hk.