我們的珊瑚紙牌遊戲

紙牌遊戲套件

紙牌遊戲卡 52 張

資料光碟

遊戲目的

- 讓參加者了解關於珊瑚的基礎資訊
- 認識香港常見的造礁珊瑚
- 譲參加者更輕易理解及記憶關於珊瑚的知識

對象

小五至中六

教學原理

藉着閱覽簡短的《我們造礁珊瑚的故事》及《我們的造礁珊瑚》海報·令參加者對珊瑚有初步的 認識。

繼而依次以遊戲卡進行建議的三種玩法·以加深參加者對珊瑚的認識及增強他們的理解和記憶。 關於遊戲卡的玩法·請參考《遊戲說明》。

遊戲一

參加者在閱覽海報後已對珊瑚有基礎的認識,但仍未必能夠完全掌握每一張遊戲卡的含意。當有參加者犯錯時,導師可藉着《遊戲助手》的輔助仔細地解釋其遊戲卡的含意,透過錯誤令參加者對內容留有更深刻印象。

遊戲__

完成*遊戲一*後·參加者已知道每張遊戲卡的含意。*遊戲*一的目的在於令他們能夠區別及了解人為和天然因素為何對珊瑚有着不同的重要性,並進一步加深他們對遊戲卡的了解。

游戲一

完成*遊戲一*及二後·參加者應對珊瑚的資訊已十分了解。*遊戲三*的目的就是鞏固他們已學會的知識,因為他們必需十分掌握每張遊戲卡的含意才可能獲勝。透過進行數回合的遊戲·他們將對剛學會的知識留有更深刻印象。

Our Reef-building Corals Card Game

Components

52 Playing Cards

Information Disc

Game objectives

- Learning fundamental knowledge about coral
- Knowing the common reef-building corals of Hong Kong
- Participants can easily understand and learn about coral's knowledge

Target group

P.5 to S.6

<u>Teaching principle</u>

By studying the *<Story of Our Reef-building Corals>* and *<Our Reef-building Corals>* posters, participants will learn about the basic knowledge of corals.

Then participants can play the three suggested games one by one, so as to reinforce the participants' understanding and memory of the knowledge. For the game instruction, please refer to the *< Game manual>*.

Game A

Participants will learn the basic knowledge on corals after reading the posters, but not knowing the meaning of each game card. When they make mistakes, the instructor can use the *<Game Assistant>* to explain the meaning of each game card thoroughly, so that they would have deeper understanding after making the mistakes.

Game B

After *Game A*, participants will know the meaning of each game card. The objective of *Game B* is to guide them understanding and distinguishing the difference between man-made and natural factors that affect corals. This would further enhance their coral' s knowledge.

Game C

After finishing *Game A & B*, participants should have learnt much about corals now. The objective of *Game C* is to reinforce their knowledge, because they must master the meaning of each game card in order to win. Through playing the game several rounds, they will remember the knowledge deeply.