
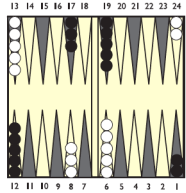

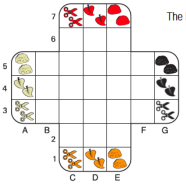








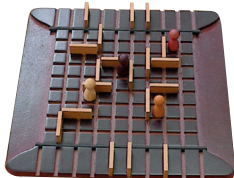

NEXPL^{ORE} Games

The Leadership & Values Course embraces Nelson Mandela's philosophy: "Children of today are the leaders of tomorrow and education is a very important weapon to prepare children for their future roles as leaders of the community." Inspired by this philosophy, this course empowers students to find the "leader within themselves" through exploration of personal vision, values and style. Students will learn new skills and values that will help shape their own character, while honing their abilities to lead others, forward plan, lead by example and calculate risks. Students will learn to identify individual and group strengths and weaknesses so that they may problem solve and achieve goals effectively.

Leadership & Values

Grades 6-8

| Game | Topic | Image |
|-----------------|---|---|
| Abalone | The V Method to Achieve Group Goals |  |
| Backgammon | Tactical & Strategic Battle |  |
| Checkers | Identify & Prioritize Goals, Opposing Forces & Tree Branch Method |  |
| Chifoumi | Identifying Strengths & Weaknesses & Delegating Responsibilities |  |
| David & Goliath | Taking Control in Uncertain Conditions |  |
| Gobbet | Stop & Think Method & Anticipating & Avoiding Problems |  |

| Game | Topic | Image |
|-----------------|---|---|
| Lunar Lockout | Creative Problem Solving |  |
| Mancala | Order of Operations & Winning Sequence |  |
| Nine Man Morris | The Point of Intersection |  |
| Octi | Forward Planning & Balancing Group & Individual Goals |  |
| Quoridor | Proactive Planning & Self-Block |  |
| Squeeky | Calculating Risks |  |