

METHODOLOGICAL RECOMMENDATIONS FOR THE DEVELOPMENT OF AN EDUCATIONAL BOARD GAME FOR THE PEDAGOGICAL ACTIVITY OF A GEOGRAPHY TEACHER

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At present, visual methodological developments in school geography are relevant, as modern pedagogy continues to search for the most constructive pedagogical technologies, methods and techniques that will not only work, but also show results for the development of students' intellectual abilities.

The methodological development of an educational board game is an innovative development for studying geography at school. At present, methodological developments using game technology will be able to innovate in school geographical education.

The purpose of the study is to develop guidelines for organizing an educational board game for the pedagogical activity of a geography teacher.

Material and methods. This development of an educational board game is intended for methodological support in the methodology of teaching social and economic geography in the 9th grade of a secondary school. Important factors in the methodological development of a board game are (Development of a game concept for an educational board game, approbation of the product in the field of school education, evaluation of this board game by educational institutions).

Findings and their discussions. Game development consists of several stages: development of the scenario, game rules, general description and preparation of the material component - the playing field, tasks and game attributes. Educational board game includes:

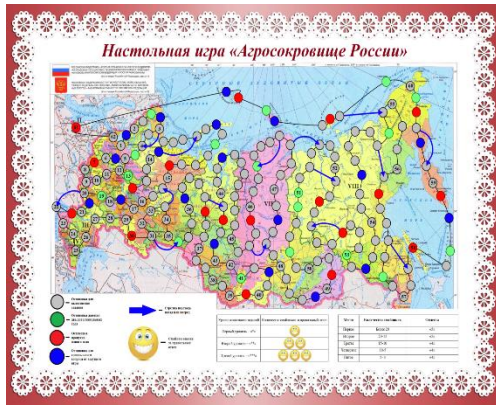
1. Playing field in A2 format.
2. Educational playing cards with educational material (puzzles, mathematical problems, charades, crossword puzzles, logical tasks).
3. Game attributes (dice, character figurines, emoticons-assessments)
4. Levels of difficulty of tasks.
5. Scale of points for an educational board game.

An important aspect in the methodological development of an educational board game is the detailed study of methodological recommendations for the creation and application of this development in a school geography course [3].

The main element in the creation of the methodological development of the board game was the search for appropriate computer programs that can recreate both the printed and three-dimensional layout of the game.

The playing field for a board game can be constructed from any thematic map, the basis of which must correspond to and reveal the purpose and objectives of the game concept. In this case, for the layout of the playing field, a map of the administrative-territorial structure of the Russian Federation will be taken, which will show a diagram of the game path, as well as the name of the game, the game legend of the map, instructions and tables with explanations for the tasks [1; 2].

You can simulate the playing field for a board game using various graphic programs and applications, for example: «CorelDRAW», «MapTool», «Hodilka Master», «Campaign Cartographer», «Autorealms». In this case, we used the «Hodilka Master» program to create a playing field and playing cards for a board game (Figure 1).




Front side	Back side
Stop Number	Stop number __ Name of the subject of the Russian Federation Guess the riddle She hides from the sun Under a bush in a deep mink, Brown is not a bear, In a mink - but not a mouse.
Stop Number	Stop number __ Name of the subject of the Russian Federation Solve the rebus 
Stop Number	Stop number __ Name of the subject of the Russian Federation Complete a test task The main link of the agro-industrial complex is: A) mechanical engineering B) Trade B) Agriculture

Figure 1 – The playing field of the educational board game

In the future, the layout of the playing field can be integrated into a computer program, after which a 3D model can be made using the GIS «Panorama» program. The playing field is in A2 and A3 formats. The list of material base for the game includes instructions, rules and tasks. Approximate tasks for the game are presented in the form of playing cards, which depict the material of the 9th grade geography textbook on the topic «Agro-industrial complex of Russia». This material is formulated in the form of puzzles, riddles, poems, questions and tasks. All these tasks contain material of interdisciplinary connections between geography and mathematics, geometry, logic, literature and economics. The educational board game comes with dice, tokens for the player, and «score emoticons» for correct answers. The entire list can be printed, cut and glued, which is simple and does not require large expenses for the purchase of attributes for the game. To evaluate the results of the game, a scoring scale was drawn up so that students were motivated not only to play for fun, but also to get a mark for a lesson or extracurricular activity (Figure 2).



Figure 2 – Playing attributes for an educational board game

Conclusion. The development of an educational board game for studying the agro-industrial complex of Russia in a school geography course is a unique material in terms of teaching methods of social and economic geography and introducing innovations in school geographical education, this material reflects advanced pedagogical technologies and contributes to the development of cognitive activity in a geography lesson.

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