

E1MSP004C

<u>(Token- required)</u>

[Gifted Programme]

Mind Sport Course (Level I)

Introduction to Rummikub

Hong Kong Boardgame Education Academy



Upon completion of the gifted programme, gifted students should be able to:

- 1. understand the rules of Rummikub, analyze the game situation, and formulate strategies
- 2. enhance their logical thinking skills and systematically evaluate arrangement methods during gameplay
- 3. improve emotional management and problem-solving abilities in adverse situations

Gifted Programme Introduction

Rummikub is a game that enhances one's sensitivity to mathematics. In the game, players need to continuously adjust their thinking within a set time, and through repeated calculations, they can increase their mathematical intuition, which in turn helps improve their thinking speed and cultivate an interest in mathematics.

The course progressively deepens players' understanding and mastery of Rummikub. By combining theoretical instruction, practical exercises, and simulated competitions, it helps players improve their gaming skills and strategies, allowing them to play with greater ease and confidence.

The course consists of TWO phases. Students who perform well in the introductory course will be invited to participate in the training course. Training course tentatively scheduled from Mar 2025 to May 2025. For details, please refer to next page.

Schedule

Session	Date	Time	Venue
1	20 Sep	10:00 a.m. – 12:00 noon	Capstone Boardgame Room B, 12/F, Block I, Camel Paint Building, 62 Hoi Yuen Road, Kwun Tong
2	27 Sep		
3	4 Oct		
4	11 Oct		
5	18 Oct		

Suitable for

P4 to P6 HKAGE student members in 2025/26 school year

Class size: 30

Pre-requisite

No special prerequisites are needed.

Medium of Instruction

Cantonese with Chinese Handouts

Screening

Please answer the screening question in the online application form.

*The screening question is designed to help the applicant understands the course level and the course content. The question must be answered by the student applicant and it can only be attempted once. The answer cannot be changed once the application is submitted. Selection is based on students' performance in answering the question. Only students who can demonstrate motivation and the knowledge of Rummikub in the screening question can be enrolled in the programme.

Certificate

E-Certificate will be awarded to gifted students who have:

- attended at least 4 sessions; and
- completed all the assignments with satisfactory performance







Training course Introduction

The second stage of the course will delve deeper into various aspects of Rummikub such as different tactics and openings, providing students with a more comprehensive understanding and mastery of Rummikub.

Students will learn to develop their own playing style, deal with common openings, familiarise themselves with endgame strategies and strengthen their weaknesses. Through challenging games and analysis, students will cultivate higher level thinking skills, improve their technique and devise better moves during play. The aim of this stage is to enable students to continue to grow in Rummikub, to develop unique strategies, to showcase their skill and intelligence in competition, and to be well prepared for matches.

Training course screening will be according to students' performance in "Introduction to Rummikub", capacity is 20.

Training Course

Session	Date	Time	Venue
1	15 Nov	10:00 a.m 12:00 noon	Capstone Boardgame Room B, 12/F, Block I, Camel Paint Building, 62 Hoi Yuen Road, Kwun Tong
2	22 Nov		
3	29 Nov		
4	6 Dec		
5	13 Dec		
6	20 Dec		

