Go Didactics

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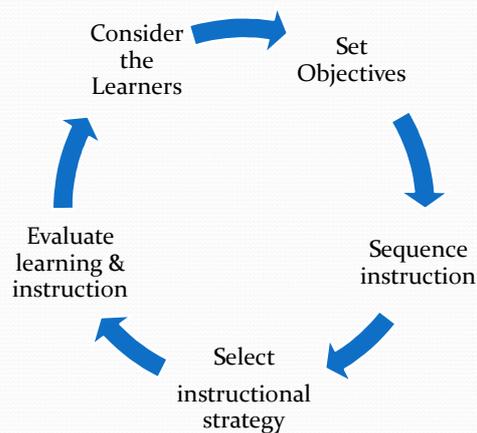2. Teaching Content
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Challenges when teaching Go

- Go is "extremely complex and impossible to completely understand."
- Teacher's explanations incomprehensible, overwhelmed learners
  1. Go teacher's lacking knowledge about education
  2. Lack of research on Go education
  3. Vast Go knowledge, still evolving
  4. Many alien Go terms
     - *atari, ko, jachung, tesuji, ponnuki*
  5. Abstract Go concepts
     - *territory, haengma, thickness, aji, fighting spirit, flow*
  6. Contradictory guidelines
     - Make territory vs. capture stones
     - Empty triangle is bad. <-> Empty triangle is an excellent move.

Instructional Design

- Systematic planning of instruction

Consider the Learners → Set Objectives → Sequence instruction → Select instructional strategy → Evaluate learning & instruction → Consider the Learners
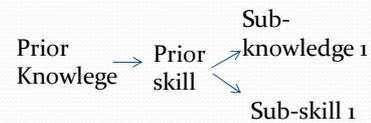
Sequence Instruction: Content

1. What to teach?
   - knowledge
   - skills
   - attitude

2. In what order? (Procedural Analysis)
   - prequisite knowledge & skill
   - Sub-knowledge & sub-skills

Prior Knowlege → Prior skill ↗ Sub-knowledge 1 ↘ Sub-skill 1

Teaching Go Knowledge

- Knowledge
  - Go playing techniques
  - General Go knowledge
    - history, anecdota
    - professional players & tournaments
    - culture, etiquette etc.

Teaching Go Knowledge

➤ How much to teach?
  ➤ "the more the better" vs. "less is better"

1) Instructor-centered Teaching
  • Focusing on knowledge acquisition
  • In-detail, case-by-case explanation
  • Organizing the content (easy->difficult, abstract->concrete)

2) Learner-centered Teaching
  • Teach as little as possible -> learning by exploring
  • Giving hints, no solutions

Teaching Go Skills

➤ Teaching 'how' not 'what' to think
  • How to solve problems
  • How to calculate the value of moves
  • How to judge
    • Game review
    • Positional judgement
  • How to make decisions during the game
    • Go problem-solving model (Jeong Soo-Hyun)
    • "Honest Go" (Paul Lockhart)
    • Discussion Go & Relay Go

Go Problem-Solving Approach

ASPIRE Model (Jeong): process of selecting Go moves

1. Analyze the situation
2. Set the strategic goal
3. Presume possible moves
4. Identify most plausible moves
5. Reason the future events
6. Evaluate the results

Selecting Instructional Strategy

- Instructional methods
  - Instructor-centered methods
  - Interactive methods
  - Individualized methods

- Instructional materials
  - Books
  - Teaching aids
  - Online materials & applications

Instructional Methods

- Instructor-centered methods
  - Lecture
    - Introduce a topic (a new skill)
    - Give basic information, introduce new terms etc.
  - Questioning
    - Series of questions or problems to individuals or the whole group (problem solving)
    - Check learner's understanding
    - review previous learned contents
  - Demonstration
    - Illustrate a concept or its application, e.g. show standard sequences on the demonstration board
    - Students repeat the sequence on their own board

Instructional Methods

- Interactive methods
  - Construction of knowledge through dialogue, teacher provides the framework and assists learning activity
  - Class discussion or discussion groups
    - Reviewing student's games
    - Analyzing professional games
    - Studying new openings
  - Group projects
    - Explore general Go knowledge
    - students research and report results
  - Peer teaching
    - Handicap games
    - game reviews

Instructional Methods

- Individualized methods
  - Workbooks (solving problems at student's level and pace)
  - Online learning system (lectures + exercises)
  - Study Go theory (books)
  - Develop reading power (solving life & death problems)
  - Playing actual games
  - Study professional games

Instructional Methods

Enhance understanding by

1. Applying
2. Comparing
3. Changing the perspective
4. Varying

Source: Franz Schott (2015)

Summary

- Go is easy to learn but it needs a lifetime to master.
- Instructional Design: Systematic planning of instruction
- Selecting the content
  - Knowledge, skills & attitude
  - How much to teach
  - Order of teaching
- Instructional Strategy
  - Mix of methods
  - Engage students

Thank you !

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