



BOARD GAMES FOR THE DEVELOPMENT OF CRITICAL THINKING AND PROBLEM-SOLVING SKILLS OF CHILDREN AGED 5-6 YEARS

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Research purpose. The aim of the present research is to investigate and describe the benefits of using board games for the development of critical thinking and problem-solving skills in 5-6-year-old children.

Research Methodology. Analysis of pedagogical and psychological literature and sources.

Results / Findings. Critical thinking and problem-solving skills can be developed by engaging in active listening and storytelling, hands-on activities, allowing for creativity and experimentation, and learning from mistakes. All of these actions can be enhanced by using corresponding board games in the educational process. In order to develop critical thinking and problem-solving skills, the board game must be strategic, with the ability to plan moves, purposefully using available game resources. It is also important to have an open and encouraging environment, the support of adults - educators and the use of different teaching methods adapted to each child individually.

Originality / Practical implications. The task for the educator is to participate in the board game process, supporting, encouraging and observing children, creating favorable conditions and environment for the development of problem-solving and critical thinking skills.

Keywords: 5-6 years old children, board games, critical thinking, preschool, problem solving