

# The International Thinking Team

Information package for parents





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# Dear families,

One of the key concepts in contemporary educational discussion is Wellbeing - the combination of physical, mental, emotional, and cognitive health. Researchers see Wellbeing's education from an early age as an essential key to a child's success and happiness. As it is important for us to expand the child's education, we want a healthy mind in a healthy body. We take care to balance the different areas of their life and seek to impart healthy habits for life. Developing children's thinking is one of the most critical areas for us as educators and parents. The ability to solve problems, consider difficult decisions, analyze situations, deal with success and failure, be creative, and more are all essential skills for academic success and a toolbox for life. Developing thinking is a long and complex process; it requires practice and perseverance. It is a long journey that continues even when we are adults—a journey of gaining insights, developing self-awareness, acquiring tools and strategies, and self-learning.



Ehud Shachar, Founder & CEO

At Accelium, we have created our students a thinking journey that combines the team with the individual, the depth and complexity of the thinking skills, the fun and the engagement of the game, the interest in learning, and the competition's excitement.

We invite you to participate in the International Thinking Team - to make your child's thinking a habit, a way of life.

Open the door to a magical world of game challenges, thinking methods, and self-awareness.

The tools, lessons, and insights that your child will gather on the journey will accompany him throughout his life!

## Pedagogical description and principles

The International Thinking Team is an inspiring annual program for developing high-order skills. The program uses a variety of thinking games to develop thinking skills, social and emotional skills.

Practice age-appropriate thinking skills



The programs present the participating students with powerful tools that chess experts also use for analysis, problem-solving, and decision-making.



It helps students be more efficient and systematic in diverse situations and promotes technological and digital literacy.



The program equips students with a diverse toolbox and skills for tomorrow's subjects.





## The Learning Process

Accelium's international thinking team is based on Accelium's favorite thinking games. All games have a common structure that ensures high involvement of your children and effective learning.

### There are four pillars in the learning process:

1. Weekly practice
2. Online learning sessions (master class)
3. Tournaments, competitions and training camp
4. Ongoing Feedback to parents

### 1. Weekly practice

Every week your children will receive new game levels for practicing different skills. The games take place within a protected framework of rules, allowing students to play, take risks, dare and challenge themselves without fear of consequences. The games create relevant and authentic opportunities for learning out of a sense of freedom that allows players to initiate, improvise, fill different roles, create solutions to problems and express their uniqueness and talents without paying attention to the amount of 'work' required. When it is in the right measure, the competitive dimension encourages free and creative thinking about the task. The games open with an explanation of the rules of the game. The rules are learned gradually and can be repeated at any stage. The process continues with a basic practice that aims to ensure understanding of the rules and progress to game positions at a level of difficulty that increases by the student's performance. Students will learn principles of thinking and game strategies in small doses during the game to improve the way they analyze game positions, make decisions about moves, consider alternatives, and more!

### 2. Online learning sessions (master class)

During the year, students will be invited to take part in online master class sessions. In these sessions, students will be given a broader framework of the skills they practice, jointly analyzed diverse game positions, discuss transfer examples to everyday life, present challenging thinking riddles, and more. The main goal is to stimulate involvement and discussion among the team members about the course of the game to deepen their understanding.

Certified thinking trainers will lead the online sessions.





### 3. Tournaments and training camp

Throughout the year, we will conduct some local and international competitions. The big event - the International Olympics is an online educational event that brings together thousands of students every year - the best young minds from all over the world competing for the title: **'world champions in thinking'!**

Students participating in the International Thinking team will have the opportunity to participate in an online training camp that aims to prepare them for the challenges of the competition! In addition to getting to know the competition games and practicing them, students will practice critical related skills: a fair win and a respectable loss, competitiveness, obedience to the rules, understanding the task, persistence, and more ...!



### 4. Ongoing feedback to parents

We believe that parents can have a valuable contribution and influence on their children's learning and success processes, so we provide:

- An ongoing updates and feedback about progress.
- Level of involvement.
- Even personal insights based on analyzing children's play.



Using our state-of-the-art artificial intelligence tools, the system identifies patterns of thinking and behavior that indicate students' traits and characteristics: their decision-making style, the pace of learning, and so on.

# Learning Map - Syllabus Topics and Games

The thinking team is intended for students starting from G1 - G8. Kindergarten students can participate in the activities intended for Students in Grade 1.

The content topics to be learned during the year are varied - each month, we will shed light on different skills or thinking tools.

- Each of the programs' content and thinking skills are presented in different contexts and from different points of view appropriate and relevant to the specific age group.
- The content invites authentic and valuable learning for learners and encourages involvement in the learning processes.
- The games encourage the use of the language of thinking.

Yearly Syllabus Plan		Grades 1-3 (also suitable for kindergarten students)					Accelium
	1	2	3	4	5	6	
Monthly Topic	Problem Solving	Curiosity and Imagination	Mathematical Thinking	Learning Strategies	On-line Accelium Olympics Camp	Teamwork	
	7	8	9	10	11	12	
Monthly Topic	Personal Accountability	Scientific Thinking- Basics	Planning and Organizing	Taking the Initiative	End to Beginning Thinking	Games Marathon	



# Learning Map - Syllabus Topics and Games

Yearly Syllabus Plan      Grades 1-3 (also suitable for kindergarten students)      

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Monthly Topic</b>	Problem Solving	Curiosity and Imagination	Mathematical Thinking	Learning Strategies	On-line Accelium Olympics Camp	Teamwork

	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Monthly Topic</b>	Personal Accountability	Scientific Thinking-Basics	Planning and Organizing	Taking the Initiative	End to Beginning Thinking	Games Marathon



# Learning Map - Syllabus Topics and Games

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Monthly Topic</b>	Creative Thinking	Learning Strategies	Logical and Scientific Thinking	Problem Solving	On-line Accelium Olympics Camp	Mathematical Thinking

	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Monthly Topic</b>	Collaboration and Communication	Leadership	Decision Making	Flexible Thinking	Scientific Thinking	Games Marathon



# Learning Map - Syllabus Topics and Games

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Monthly Topic</b>	Personal Accountability	Originality and Creativity	Computational Thinking	Strategic Thinking	On-line Accelium Olympics Camp	Problem Solving

	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Monthly Topic</b>	Analysis and Deduction	Resilience	Advanced learning Strategies	Collaboration and Communication	Leadership	Games Marathon





# Accelium Method

## About

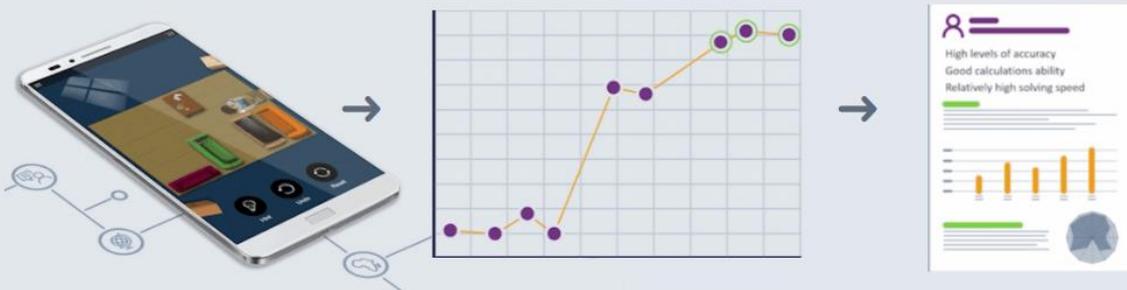
Founded in 1994, Mind Lab is a pioneer in game-based education and training, operating in over 40 countries, with more than 4,000,000 learners.

Accelium specializes in the development of thinking skills and socio-emotional skills using strategy games. At the core of our activities stands a unique methodology that harnesses the enthusiasm and engagement of game-playing to teach effective thinking models and useful tools for the real-world challenges of the 21st century. The game experience provides an ideal setting for self-reflection and the acquisition of new thinking habits, making it easier for learners to deal with complex challenges, and add new heuristics to their mental toolbox.

## Accelium Technology

The Accelium system is a game-based digital platform for assessing and developing learning skills, thinking concepts, and strategies. Through smart games, the system practices skills in an easy, fun, and fascinating way. The system utilizes the users' high level of involvement that develops during the game and harnesses it to link and transfer to authentic situations in the real world in personal and professional aspects. The system contains dozens of game-based cognitive workouts.

The heart of the system is an innovative technology based on artificial intelligence that provides smart solutions for various applications: for families, schools, team training, recruitment and placement processes, employee evaluations, and more.





# Accelium Methodology

## Simple Yet Profound

Our programs are based on over 25 years of experience in the Accelium method, a highly effective and successful methodology adopted in more than 40 countries around the world.

The methodology consists of three simple and powerful steps:



### 1. Play

**First you learn the rules of a new game, and then we play, a lot!**

All games are essentially simulations of some aspects of reality. The game-playing experience has the power to create a fascinating and challenging introduction to any subject matter, priming our awareness of different dilemmas through actual experience, rather than theoretical inquiry. In order to successfully meet a game's challenges, students must exercise and develop various thinking skills such as problem solving, decision making, adaptive thinking, analysis and deduction.



### 2. Learn

**Then you enhance your toolbox with new strategies and models for more effective problem solving, decision making, analysis, and more.**

After acquiring basic proficiency in a game, the methodology provides students with tools and models that allow them to gain a deeper understanding and to progress from a naive perception of the problem, into a more holistic, complex, and effective point of view. The models and strategies which are initially presented in the game context, hold universal value and provide an effective approach to various real-world challenges.



### 3. Apply

**Finally, you leverage game concepts and tools to solve real-world problems and apply game strategies in your studies and personal life.**

Mediated learning allows students to reflect upon their experience and encourages them to critically review their actions. By analyzing and interpreting their experience, participants develop deeper and keener awareness of their own cognitive patterns and identify opportunities for change and improvement. Mediation allows students to transfer their insights from the game context to the real world, thus driving significant learning.

# Want to join?

You should!

Fun and quality activity for the summer months and throughout the year!



The team is for children of **kindergarten** age and students in **grades 1-8**. Placement in the online groups is according to the student's age, and up to **15 students in a group**.

**Reducing**  
Gaps



**Small**  
Groups



**Focus**  
On skills



**Proven**  
results



**Increased**  
Motivation



**Certified**  
Trainers



**Promoting**  
**independent**  
Learner



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