



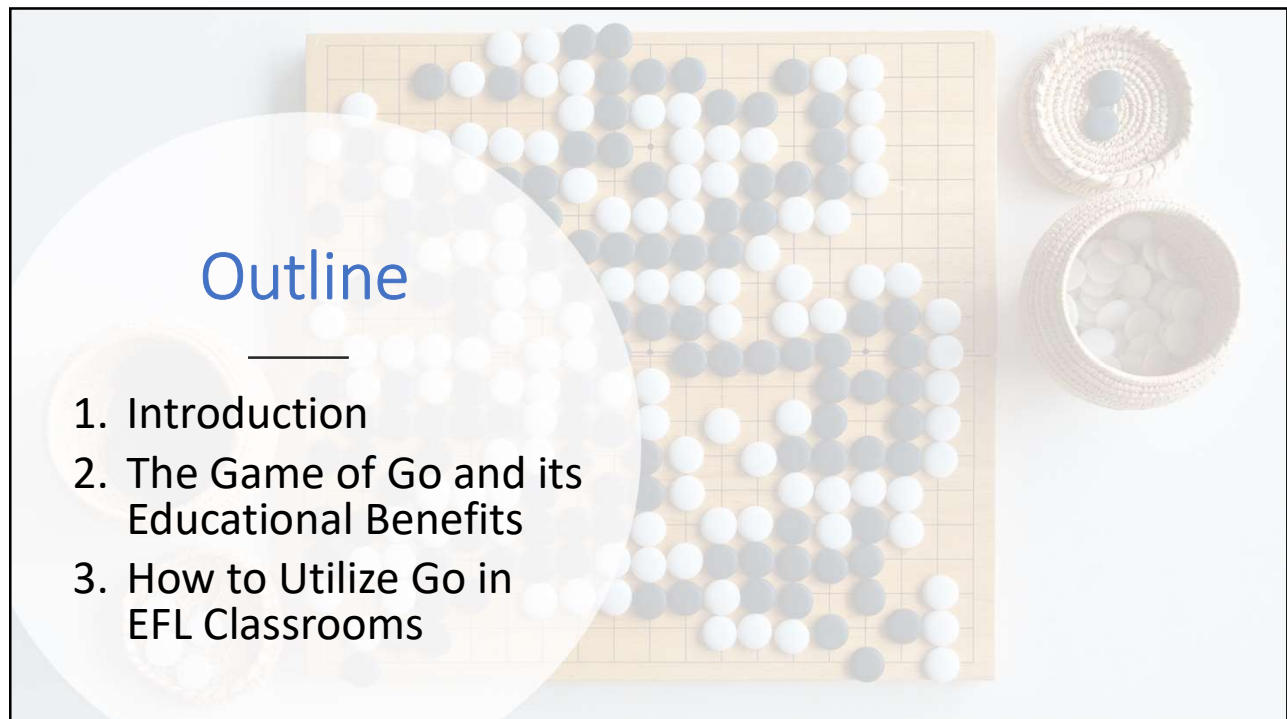
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Teaching for a Better World*
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Engaging EFL Learners Through the Game of Go

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Outline

1. Introduction
2. The Game of Go and its Educational Benefits
3. How to Utilize Go in EFL Classrooms

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About me



Daniela Trinks

- Berlin/Germany
 - Learnt Go in childhood
 - Teaching Go since high school
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- Since 2006 South Korea
 - University student
 - Teacher
 - Translator
- Go - the reason for coming to Korea
- Since 2015 professor at Dep. of Baduk (Go) Studies at Myongji University (Yongin/Korea)
 - Go English
 - Go Education & Go TL Materials
 - Go Culture

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The Game of Go

- Ancient board game from China
- Names of the Game:
 - China: Wei Qi 圍棋, 围棋
 - Japan: Go 碁 or Igo 囲碁
 - Korea: Baduk 바둑
 - Thailand: หมากล้อม (mak-lom)
 - Vietnam: Cờ Vây
 - Many Western countries: Go
- International Go Federation: 75 member nations



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Learning Go vs. Learning ESL

Learning Go	Second Language Learning
1. Performance is possible at any level of competence, but improves through focused practice and development of technique.	Proficiency and communication improve through focused use (performance) and usage (grammar, vocabulary, structure, drills).
2. The simplicity of the rules means that most moves are possible, though some are more effective than others.	There is freedom to create new utterances, judged by their effectiveness.
3. There are no 'correct' moves during performance. Players seek for the most appropriate move for the given situation.	Utterances and communication strategies are based on contextual appropriateness.
4. Players are interdependent, responding to each others' moves.	Language users are interdependent in terms of communication and negotiation of meaning.
5. General strategies and local tactics are used to achieve effective and efficient results.	General communication strategies and local conversation skills achieve the desired goals.
6. Knowledge of technique (logical thinking) is important, and functions alongside instinct, intuition, pattern-recognition, and creativity (lateral thinking).	There is a focus on form in the early stages of EFL learning, leading to fluency and linguistic intuition.

Table 1: Similarities between Go and Second Language Learning. (Adapted to Finch, 2007)

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Learning Go vs. Learning EFL

Learning Go in Korea	EFL Learning in Korea
Koreans won 47 out of 66 Major World Go titles between 1991 and 2007.	Korean youngsters not as skillful despite the huge amount of time and money invested in EFL learning
Flow-based learning, learning through play: enjoyable, voluntary, worthwhile	Test-driven learning, focus on rote learning
Intrinsic motivation	Extrinsic motivation

Table 2: Differences between Learning Go and Learning English as a Second Language in Korea. (Finch, 2007)

“(…) a comparison of Baduk and second language learning in Korea suggests that schools could become true fonts of learning, in which students would discover the love and excitement of applying their natural abilities in flow-based problem-solving and self-discovery. This would involve teachers taking a leaf out of Baduk’s textbook, and inspiring their students to become ‘involved’ in flow-based learning that is ‘enjoyable,’ ‘voluntary,’ and ‘worthwhile.’” (Finch, 2007)

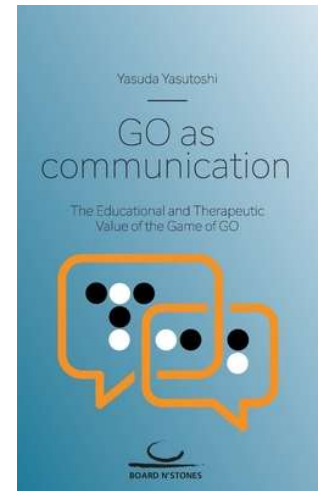
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Go as an Educational and Therapeutical Tool

- Yasuda Yasutoshi (2002)

- taught the pre-game “Capture Go” to kindergarten children, elderly, mentally and physically handicapped
- Key point: People who don’t know Go teach Go

“What is important is neither technical knowledge nor Go skills, but a capacity to understand children. The importance to children of sharing time with a teacher face to face cannot be overlooked. It doesn’t have to be a teacher, but can be a friend or parent sitting with a child face to face, making eye contact.” (Yasuda 2002:5)



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Educational Benefits of Go

- In Korea, Go is widely known as educational tool
- Gallup Korea (2016)
 - 64.3% Korean adults intend children’s Go education
 - 94.8% Korean adults think Go beneficial for their children’s education
 - Reasons: improves concentration (39.6%), intelligence (31.5%), endurance (10%)
- Kim’s Study (2010)
 - Kindergarten children learned Go three times a week for 7 weeks
 - Positive effect on children’s intelligence, problem-solving ability and delay of gratification



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Benefits of Teaching Go to Kindergarteners

- Concentration
- Thinking ability
- Sociality
- Math ability
- Creativity
- Logical thinking



Picture Source: Noribaduk

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World Top Go Players

International Go Title Winners since 2000

- South Korea (71+18)
 - Male: Lee Sedol (18), Park Jeonghwan (12), Lee Changho (9), Shin Jinseo (5) etc.
 - Female: Choi Jeong (7), Park Jieun (5) etc.
- China (62+7)
 - Male: Ke Jie (10), Gu Li (8), Kong Jie (6) etc.
 - Female: Yu Zhiying (4) etc.
- Japan (9+1)
 - Male: Kobayashi Koicho (2), O Rissei (2) etc.
 - Female: Ueno Asami (1)
- Taiwan (1)
 - Male: Chou Chun-hsun (1)



Source: Adapted to Cho (2021/7)

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How to Utilize Go in EFL Classrooms



Learning through Play

Capture Go

Go on small boards

Team games :
students vs. teacher or
group A vs. group B



Problem-based Learning

Go puzzles with short instructions

Quiz on Go

- Review quiz
- Random quiz



Discussion

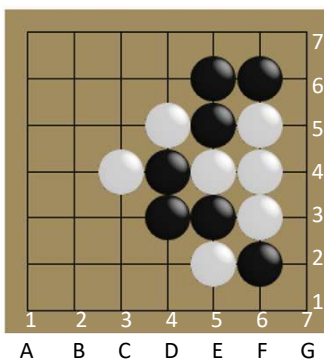
Reading text material & discuss
answers to questions



- Engaging students in activities that are enjoyable, relevant and meaningful to them
- Language learning happens naturally when students engage actively

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Capture Go



Game Instructions:

- Black goes first. The two players taking turn. The object is to surround one or more of the other player's stones by placing stones on all the empty intersections it is touching.

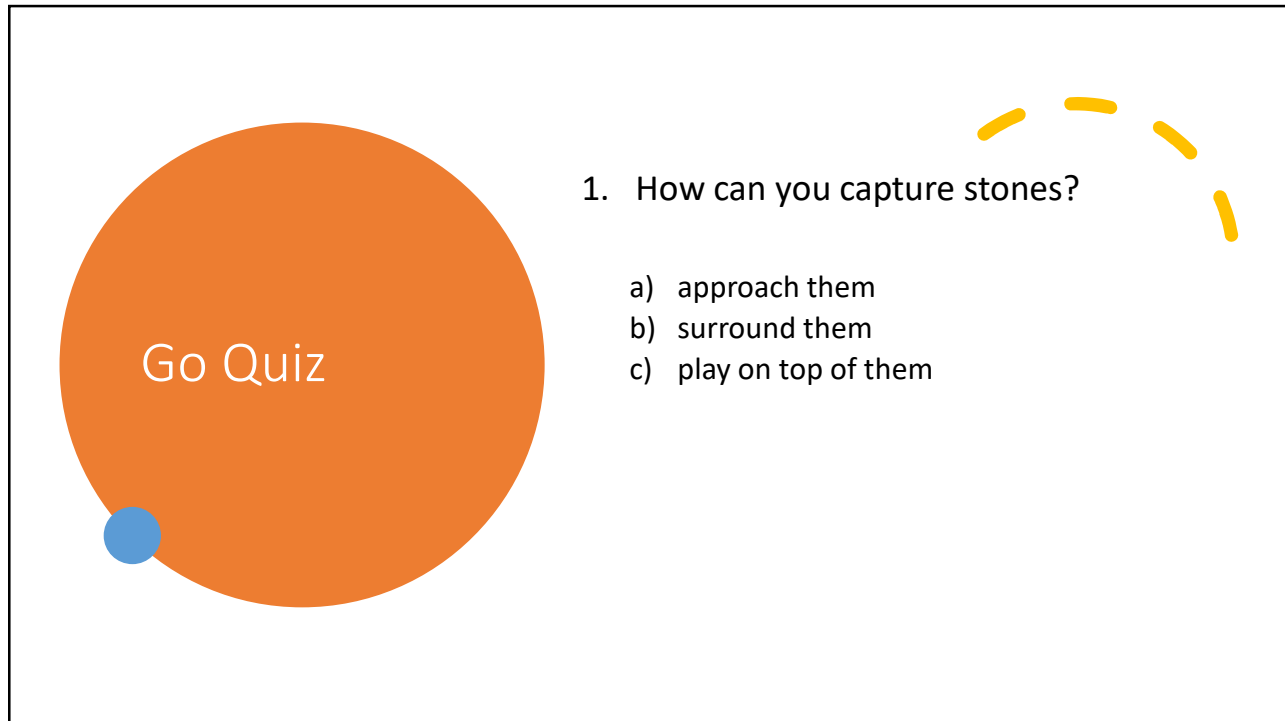
Simpler Game Instructions:

- Put a stone down where two lines meet.
- You capture an opponent's stone by surrounding it.
- If you surround a stone, you can capture it.

Sorin Gherman's Application:

<https://www.britgo.org/capturego/play>

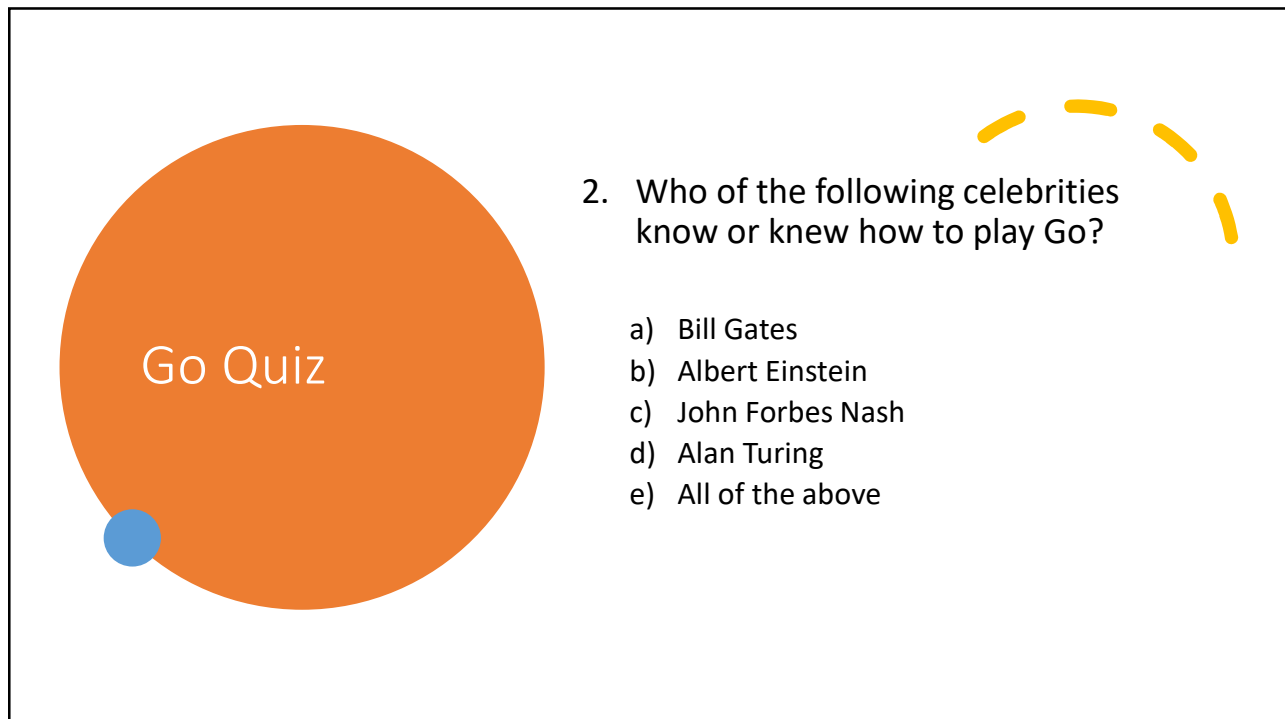
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A slide titled "Go Quiz" with a large orange circle on the left containing the text "Go Quiz" and a small blue circle at the bottom left. On the right, there is a question and three multiple-choice options. A yellow dashed arc is positioned above the question.

1. How can you capture stones?

- a) approach them
- b) surround them
- c) play on top of them


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A slide titled "Go Quiz" with a large orange circle on the left containing the text "Go Quiz" and a small blue circle at the bottom left. On the right, there is a question and five multiple-choice options. A yellow dashed arc is positioned above the question.

2. Who of the following celebrities know or knew how to play Go?

- a) Bill Gates
- b) Albert Einstein
- c) John Forbes Nash
- d) Alan Turing
- e) All of the above

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Go Quiz



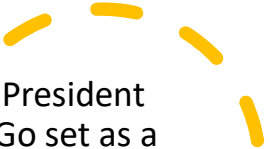
3. In which country can you not become a Go professional player?

- a) South Korea
- b) Japan
- c) China
- d) Thailand
- e) U.S.A.

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Go Quiz




4. Former U.S. American President Barack Obama gave a Go set as a present to President Hu Jintao of China in 2009.

- a) true
- b) false





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5. In the Asian Games 2010, South Korea won all 3 Gold medals in the Go competitions.

a) true
b) false




Source: Wbaduk (2010)

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6. In 2019, Japanese fourth-grader Nakamura Sumire became Go professional at the age of ____.

a) eight
b) ten
c) twelve



Source: Nippon (2019)

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Go Quiz

6. Which of the following statements about Baduk in South Korea is not true?
- There is a Baduk High School.
 - Baduk is taught as a regular subject at some elementary schools.
 - There are about 400 professional Baduk players.
 - You can study Baduk as a major at university.
 - The best Korean Baduk player Shin Jinseo is currently ranked second in the world ranking list.

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Let's Learn to Play Go

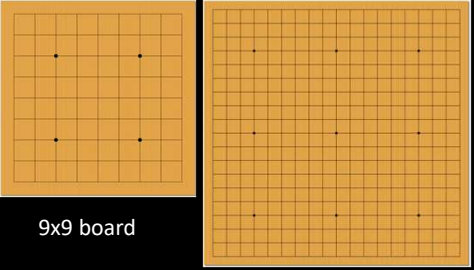
- The basic rules are very **easy** - even kindergarteners can play Go.
- You can learn the basic rules in **5 minutes**.
- Yet, it takes a lifetime to **master** the game.



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What do you need to play Go?

- Board
- Stones
- Players



9x9 board

19x19 board


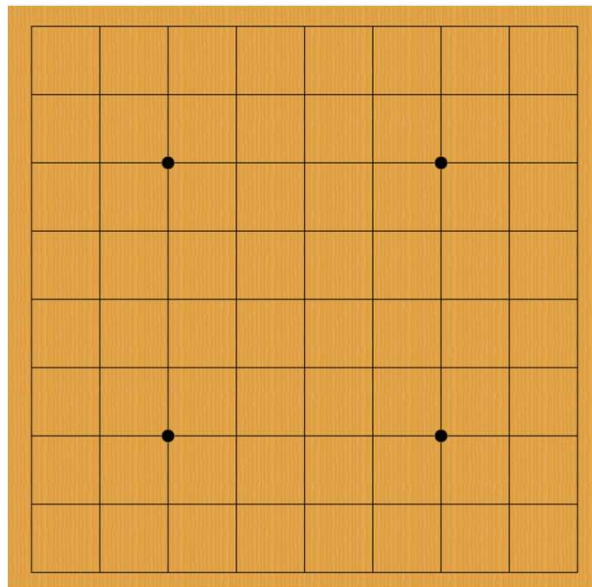


Photo: Private

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Basic Rules (1/5)

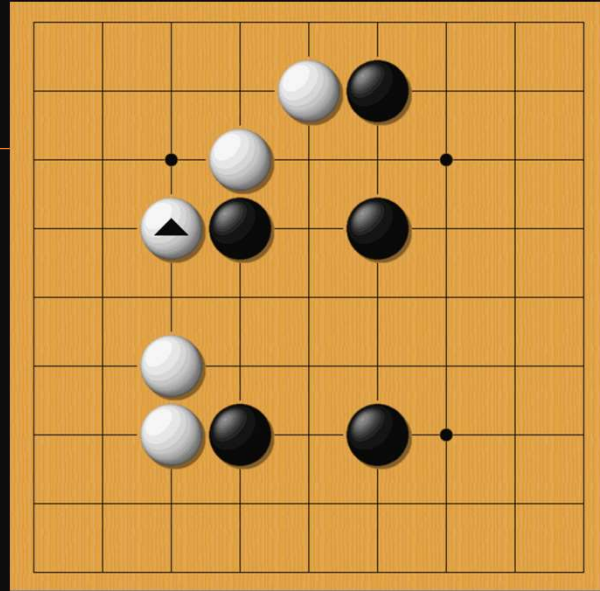
- The game of Go starts with an empty board.
- One player takes the black stones, the other takes the white stones.
- The player with the black stones begins by placing a stone on an empty intersection. After that White also plays a move, then Black one, and so on.



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Basic Rules (2/5)

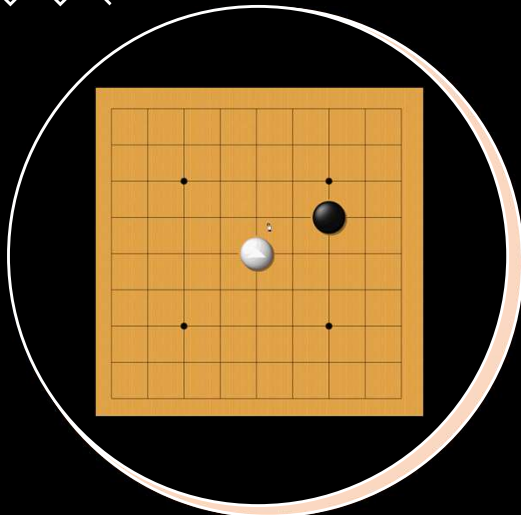
- The objective of the game is to surround a bigger area of the board than your opponent.
- In this game, you can see that Black surrounds an area on the right, while White takes the left side.
- You cannot move stones after placing them.



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Basic Rules (3/5)



How to capture stones

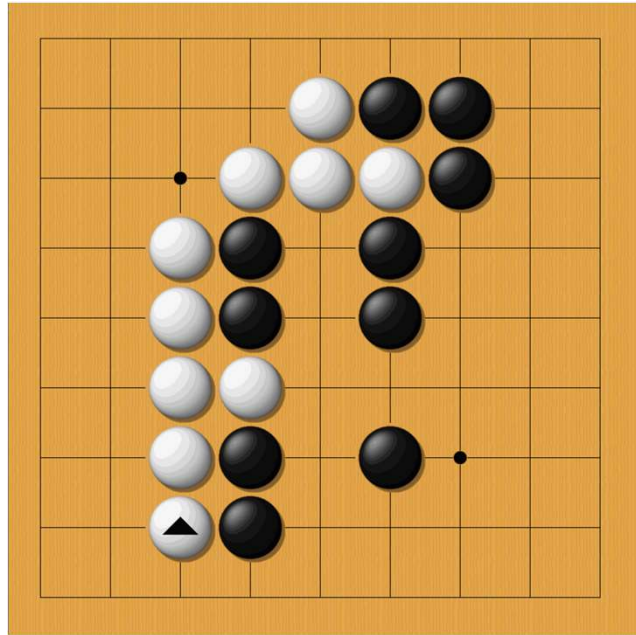
- However, you can capture opponent's stones.
- This white stone in the center has four ways to escape. If Black blocks all of them, the white stone is captured.
- A captured stone is kept until the end of the game and it is worth one point.



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Basic Rules (4/5)

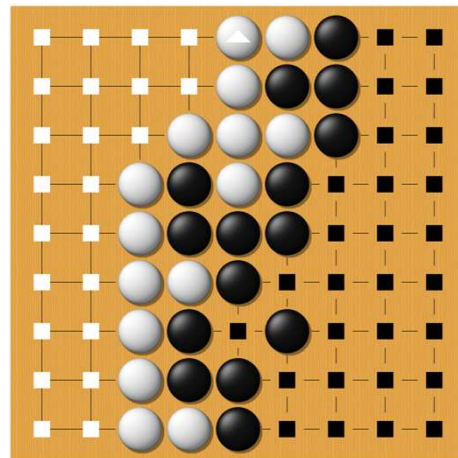
- The game continues until both players decide to finish the game.
- If both players have passed, the game is finished.



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Basic Rules (5/5)

- Count all empty spots surrounded by one color.
- Black has 28 points.
- White has 23 points.
- Final result: Black won by 5 points.



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Solving Go Problems

Go	Online Go Server https://online-go.com
Create	Create a free account
Menu	Learn to play Go (interactive) Puzzles



OGS Home Play Game

Search

- Home
- Play
- + Demo Board
- Games
- Leaderboards
- Chat
- Learn to play Go
- Puzzles
- Joseki
- SGF Library
- Tournaments

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Playing Go

Go	Online Go Server https://online-go.com
Create	Create a free account
Settings	Create a demo board <ul style="list-style-type: none"> • Custom Size: 7x7 • Private Game

OGS Home Play Game

Search

- Home
- Play
- + Demo Board
- Games
- Leaderboards
- Chat
- Learn to play Go
- Puzzles
- Joseki
- SGF Library
- Tournaments


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Photo: Private

Summary

6 Reasons to teach Go to EFL Learners

- ancient board game
- East-Asian culture
- easy to learn & teach
- educational benefits
- cultural insights
- useful to engage & motivate students



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Summary

6 Methods to Engage EFL Learners through Go

- Capture Go
- Go on small boards (7x7, 9x9)
- Team Go
- Go Problems
- General-knowledge Go Quiz
- Text material & Discussion questions





Image Source: Cyberoro



The game of Go can be utilized in the EFL classroom to engage students by teaching them not only how to play the game but also by providing materials that they can easily relate to, as it is part of their culture and a fun activity.

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Korean Baduk Federation (2016). A White Paper of Korean Baduk 2016.
- Yasuda Yasutoshi (2002) Go as Communication. The Educational and Therapeutical Value of the Game of Go.

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Go Teaching Resources in English

- American Go Association. <https://www.usgo.org/> Website on Go news, materials, reports etc.
- British Go Association. <https://britgo.org/> Website on the game of Go in the U.K.
- Hiroki Mori. The Interactive Way to Go. <https://playgo.to/en>
- Moffatt, N. Learn Go. <http://www.learnngo.co.uk/>
- Online Go Server. <https://online-go.com/> Website to play online, learn the game, solve Go problems.
- The American Go Foundation. <http://agfgo.org/pages/home.php> Website for Go teachers in the U.S.
- The American Go Foundation's Youth Site. <http://tigersmouth.org/> Website for young players with Go comics etc.
- The European Go Federation. <https://eurogofed.org/> News and Reports on Go in Europe.
- The International Go Federation. <https://www.intergofed.org/> News on Go around the world.
- The New York Institute of Go. <https://www.ny-go.org/channel> Free Go Video lessons for every level.
- Yutopian. Go Stories Online. <http://www.yutopian.com/go/gowinds/gostories.html>

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