

## Gonggi – Korean Jacks

### Standards/Benchmarks:

- Use correct spelling conventions.
- Use conventions of punctuation and capitalization in written work.
- Use grammatical structures to effectively communicate ideas in writing.
- Use appropriate self-monitoring strategies for comprehension.
- Clarify ideas for writing assignments by using graphics or other organizers.

**Rationale:** I teach a small group self-contained Emotionally Disturbed class. This class has 9-12 grade students. This lesson could easily be done with a larger group and a lower grade level. I would teach this lesson to expose my students to a part of Korean culture. I would ensure that my students make the connection about how life in another country can be similar and different from our life in the United States. My students are still struggling with capitalization, punctuation and paragraph formation skills, so this enables them to practice that as well.

### Teacher Materials Needed:

- Gonggi sets (enough sets so that you have one set for every student pair). You can purchase them from this website for \$1.99 [http://www.littleseouls.com/item\\_295/Glitter-Gonggi--Korean-Jacks.htm](http://www.littleseouls.com/item_295/Glitter-Gonggi--Korean-Jacks.htm)
- American jacks sets (enough sets so that you have one set for every student pair).
- Blank Venn Diagrams
- Paper
- Computer (if you want to show videos of people playing Gonggi prior to trying and after reading directions).
- Gonggi – Korean Jacks informational passage/rules
- American Jacks rules

### Student Materials Needed:

- A Gonggi set
- American jacks set
- Venn Diagram
- Pencil
- Paper
- Gonggi – Korean Jacks informational passage/rules
- American Jacks rules

**Length of Time Needed for Lesson:** 1-2 class period of 45 minutes depending on how long it takes students to learn how to play Gonggi. I will probably use day 1 to learn what Gonggi is and play both Gonggi and American jacks. Day 2 I will review how to play both, or let students re-try quickly, then begin on Venn and paragraph.

### Instructional Procedures:

- Show students a Gonggi set and ask students if they know what they are.
- Show students American jacks and ask the same question.
- Introduce Gonggi to students and have them make comparisons about the two sets.
- As a class, read the Gonggi – Korean Jacks sheet together as a class.

- If wanted, watch a video of people playing Gonggi, so students can get a visual idea after reading the rules.
- Have students try playing Gonggi (with a partner) following the rules on how to play.
- Then, have students play American jacks (with a partner). Read over rules if needed.
- Have students fill in a Venn Diagram comparing and contrasting Gonggi and American Jacks.
- Students will write two paragraphs containing at least five sentences each. They will use the information from the Venn Diagram to write one paragraph. The other paragraph will be an opinion paragraph of which type of jacks they prefer to play and why.

**Differentiated Instruction:** Visual – Students will read about Gonggi and American jacks, as well as see how to play via teacher demonstration or You Tube. Auditory – Students will hear what each type of jacks is and hear the rules on how to play. Kinesthetic – Students will get to feel each type of jacks and try playing both types.

**Assessment:** Students will be assessed on their Venn Diagrams and paragraphs.

**Resources:**

<http://www.youtube.com> has several videos of people playing gonggi. Just search for gonggi and several pop up.

<http://en.wikipedia.org/wiki/Gonggi>

## Gonggi – Korean Jacks

**Gonggi** (공기), pronounced gong-gee) is a popular Korean children's game that was traditionally played using 5–7 or more small grape-sized pebbles. Nowadays, children buy colorful plastic tokens instead of finding pebbles. It can be played alone or with friends. The pebbles or tokens are called *gonggitdol*, which means "gonggi stones." Since only a few stones and a flat surface are needed for play, the game can be played by all children, regardless of their economic condition.

The game starts out with each player tossing the stones from the palm of their hand into the air. While airborne, the player switches his hand backside up. The gonggi stones are then caught on the back of the hand.

- Level 1: The stones are thrown on the playing surface and the player picks a stone to throw up in the air. While airborne, the player picks up one stone on the playing surface. Then, the player catches the stone. These steps are repeated until all the stones have been caught.
- Level 2: The stones are thrown on the playing surface again. However, at this level, the player catches the stones two at a time.
- Level 3: The stones are thrown on the playing surface. The stones are caught once in a cluster of three, and the other in the amount of one.
- Level 4: The player throws one stone in the air, places the others on the surface, and catches the airborne stone. Then the player catches the four clustered stones on the playing surface.
- Level 5: The player tosses the stones from the palm of their hand in to the air. While airborne, the player switches his hand backside up. The stones are then caught on the back of the hand. Then, the player throws the stones in the air and catches them. The number of stones caught amount to the score. There are various adapted "tricks" in this phase e.g. "The Dragon", "The Clap-Toss". However, these "tricks" are not allowed in standard game play.

There are a myriad of playing calls in the Gonggi game. The standard calls have been included. The penalty for this "mess-up" states that the player who has committed it needs to pass the stones on to the next player.

- A "double touch" occurs when a player physically touches the Gonggi stone(s) more than once.
- A "body touch" occurs when a player touches the Gonggi stone anywhere on their body.
- A "mushroom" occurs when a Gonggi stone is balanced on a diagonal position. This is known as a "mushroom".
- An "overhead" occurs when a player throws a Gonggi stone in any length above their head.
- A "cherry-top" occurs when a player throws a Gonggi stone on top of another stone, in the formation of a stacked "block" or "tower". This call is variably limited to locality.
- A "drop" occurs when a player, after catching all the required Gonggi stones, drops a stone on to the playing surface.
- A "fix" or "intentional arrangement" in level 5, when a player deliberately adjusts the Gonggi stones in their hand.