

Yut, A Traditional Korean Game Submitted by Leslie Burnham For Grades 3 and 4

Purpose:

The purpose of this lesson is to explore a new culture, to compare and contrast likenesses and differences in American and Korean families and leisure time and to experience a traditional Korean game.

Essential Questions:

How are American and Korean families different? How are they the same? What do kids in Korea do in their spare time? How do families spend time together? How are games in Korea and America the same or different?

Objectives:

- Identify where Korea is in relation to the United States.
- Understand the traditional roles in a Korean family.
- Compare leisure time use Korea and America. Use a guided worksheet from a power point presentation.
- Successfully complete playing the Korean game, "Yut".
- Make a Yut game.
- Practice a running stitch as they sew a bag to hold their game.

Target Grade Level:

Yut is a Parcheesi type game that is fun for many ages. This lesson plan could be used for older grades as it is presented, but would need to be modified for younger students.

Standards:

- Perceives Line; identifies direction of line.
- Perceives Relationships; likenesses and differences, positions and patterns within art elements.
- Design and Composition; makes a design to fit space and shape, and identifies structure and decoration.

- Textiles and Fibers; threads a needle and ties a knot and makes a running stitch.
- Art History; becomes aware of how social groups express selves through art and becomes aware of cultural origins of art.
- Artistic Heritage; develops awareness of crafts.

Materials Needed:

- Power point presentation on Korea, traditional family roles, use of leisure time and Korean game and its use during the Lunar New Year.
- Compare/Contrast Worksheet
- Map or globe
- Yut game instructions, one copy per student
- 12" x 12" square construction paper, one per student
- Laminate or contact paper
- Circle templates
- Sharpie markers
- Simple wood molding, 12" per student, cut into four, 3" pieces
- Small squares of small grit sandpaper, one per student
- Wood sealant
- 1" circle templates
- Cardboard
- Markers, two colors
- Ziploc baggies, student's name on each
- Paper clips
- Felt squares
- Yarn or ribbon
- Paper clips
- Heavy thread
- Blunt sewing needles

Required time for project:

Five classes will be needed to complete this project. (Some sections of the work may need to be finished back in the classroom such as sewing and practice playing the game before taking home.

Class 1: Power point presentation on Korea, worksheet to be filled in. (I plan to use some photos and personal essays from some of our past exchange students from Korea in this presentation.) Show Yut game.

Class 2: Make Yut board, each student lays out their board and draws it in. Show presentation on how to play "Yut" game. Make markers for game in two different colors and put into baggies.

Class 3: Sand and make correct markings on each molding piece. Put initials on each stick with sharpie marker. Seal pieces. Go through what each roll stands for. Practice words for each roll. Show how to make a running stitch and how to knot the end of the thread.

Class 4: Review how to make a running stitch. Hand out threaded needle and felt for each student. Have students make a running stitch across top of each end of felt. Then make a running stitch up each side of the felt. Finish in classroom if needed.

Class 5: Run ribbon or yarn hooked in a paper clip through the top loops of felt to create a closure. Practice playing the game in groups at each table. Arrange for teachers to allow students to play game back in the classroom. Include a handout of the rules and origins of the game to take home.

Assessment:

Students will receive several grades for this project:

Show an understanding of likenesses and differences between Korean and American families; Ability to understand and copy pattern and line directions on the game board and playing pieces; Able to make a running stitch and tie a knot in their work; Show an understanding of the concept of the game "Yut" and be able to successfully complete a game.

Teacher Resources:

Yut: A Traditional Korean Game

I want to introduce a traditional Korean game called "Yut Nori (Yut Game)". This game has similar concepts with Parcheesi but also has other interesting mechanics. Korean historians say this game is similar to a Chinese game or a Mongolian game but the actual origin is not certain. "Yut" is a wooden bar which has a round face and a flat face so it can only be flipped (showing flat face) over or landed right (showing round face). This game uses 4 of "Yut". Also the status of having all 4 "Yut" flipped over is also called "Yut". Koreans usually play this game with their family on festivals.

Materials:

4 yut sticks (6" pieces of wooden molding that is flat on one side and rounded on the other)

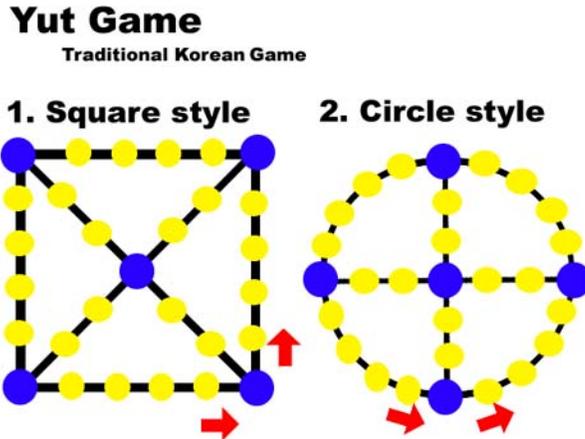
4 mals per player or team (buttons or place markers)

1 yut board (see diagram below)

Directions: The game starts with all mals at home. A player throws the yut sticks in the air. When the sticks fall, the player moves a mal around the board the appropriate spaces. Do - move 1 space- 1 flat, 3 round. Gae -move 2 spaces- 2 flat, 2 round. Gul -move 3 spaces- 3 flat, 1 round. Yut -move 4 spaces- 4 flat. Mo -move 5 spaces- 4 round.

Rules: 1. Only 1 mal can be moved each time the yut is thrown. 2. If a mal lands on a corner spot, the player can take a shortcut toward home through the middle of the playing board. 3. Players who score mo or yut get a second turn. 4. If two mals belonging to one player land on the same space, they may move together. 5. If your mal lands on a space occupied by another player's mal, the other player's mal is sent home and must begin again, and you get another turn. 6. The first player to get

all mals home is the winner. There are 2 different style of Yut game board:



The goal of the game Yut is to move all your markers (mals) around the board from one corner that is both the start and finish. You are able to move to the middle space if your marker lands on another blue space and you can cut through to the finish space from the center. The first team to get all their markers off the board at the finish space wins the game. It is both a game of strategy and luck of the roll of the Yut sticks.

<http://teacherlink.ed.usu.edu/tlresources/units/Byrnes-celebrations/korea5.html>

http://interactive.usc.edu/members/doox/archives/2005/09/yut_noriyut_gam.html

Possible books to use for resources or to read to the class:

Chi-hoon, A Korean Girl, McMahon, Patricia, Caroline House/Boyd's Mills Press, New York, 1993

Korea, Kummer, Patricia, Children's Press, New York, 2004

Korea, Dubois, Jill, Marshall Cavendish, New York, 2004

Good-bye, 382 Shin Dang Dong, Park, Frances and Park, Ginger, National Geographic Society, Washington, D.C., 2002