

**Municipal region “Tatta ulus”, the Republic of Sakha (Yakutia)
Municipal Budget Educational Organization
“Ytyk-Kel secondary school №1 named after A.I. Sofronov”**

A.E. Kulakovsky’s life path game journey

Done by:

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Urgency: Tatta region is the motherland for famous writers and poets. They praise the beauty of the nature, the working men, reveal the secrets of history in their works. We became interested in the unique personality, creative individuality of the Yakut literature's founder and a philosopher – A.E. Kulakovsky. The study of the life and works of our prodound ancestor is still urgent to this day. Thus, the making of this game journey is thought to be of importance.

Aim: to study and make a board game “A.E. Kulakovsky’s life path game journey”

Tasks:

- 1) To study the literature on A.E. Kulakovsky’s life;
- 2) To hold an opinion poll among the students of the 7-8th grades;
- 3) To make a map with photographs from A.E. Kulakovsky’s life and make up the questions according to them;
- 4) To design and to test the board game based on Kulakovsky’s biography.

The object of the study: A.E. Kulakovsky’s (Eksekyuleekh Eleksey) life path game journey.

The subject of the study: Designing the journey game based of the writer’s life.

- ***Hypothesis:*** The studies of the A.E. Kulakovsky's life through a board game will help to develop students mentally, their intelligence, memory, logics and make them proud of this great person.
- ***Novelty:*** An attempt to design an intellectual board game is made for the first time which can be used during the lessons of the native language and in some extra-curricular classes.
- ***Methods of the study:*** Data gathering through photography; systematization; comparison; analysis.
- ***Scientific and practical significance:*** This work can be used as a didactic material during the lessons of the Yakut language and literature, and can be helpful for the tutors to teach about native land, the writer's biography and works, it may help to educate the students so that they would treat cultural monuments carefully.

A.E. Kulakovsky's life path game journey

“There is no mental development without games. A game is a huge bright window through which the spiritual world of a child is lit into images and reflections of life. A game is a spark that lights up the desire for learning.” (Vasiliy Aleksandrovich Sukholimsky)

A game takes the leading place in the system of moral, mental and esthetic education of a child, it increases his life, satisfies his personal interests and social needs.

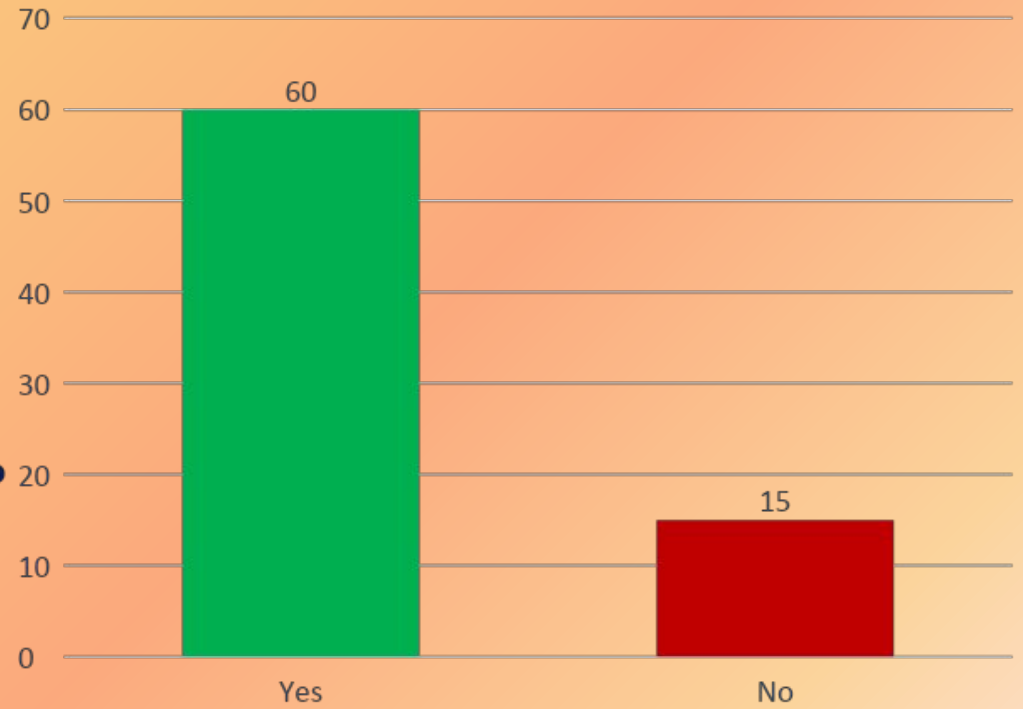
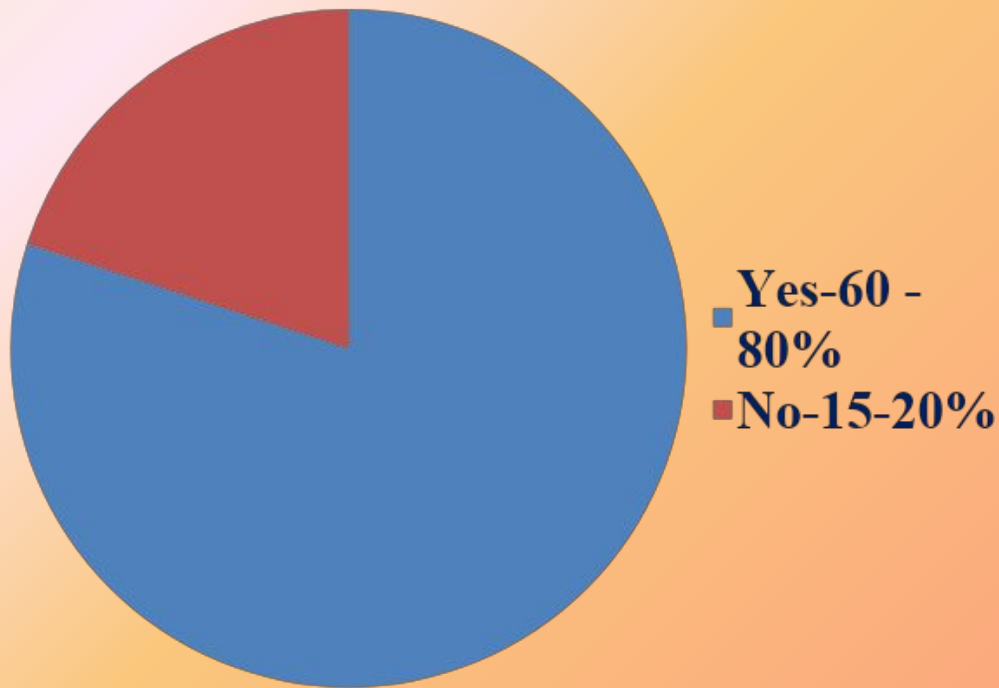
“A.E. Kulakovsky's life path game journey” helps to develop child's intellectual abilities, memory and logics.

- **Game journeys make students more interested in literature and in extra-curricular studies. A game journey which requires you to look for different ways of solution develops your imagination, increases the motivation for studying and is held in relaxed form when they have to talk to and help each other.**
- **In this kind of the board games, students imagine themselves as adventurers in an unknown country.**

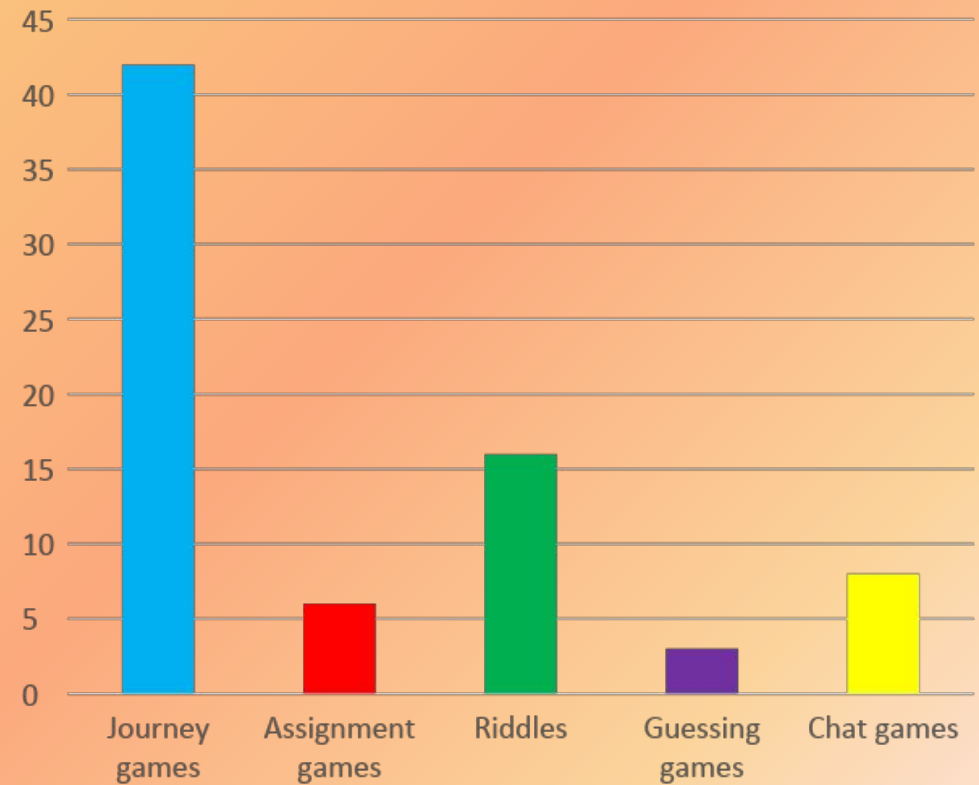
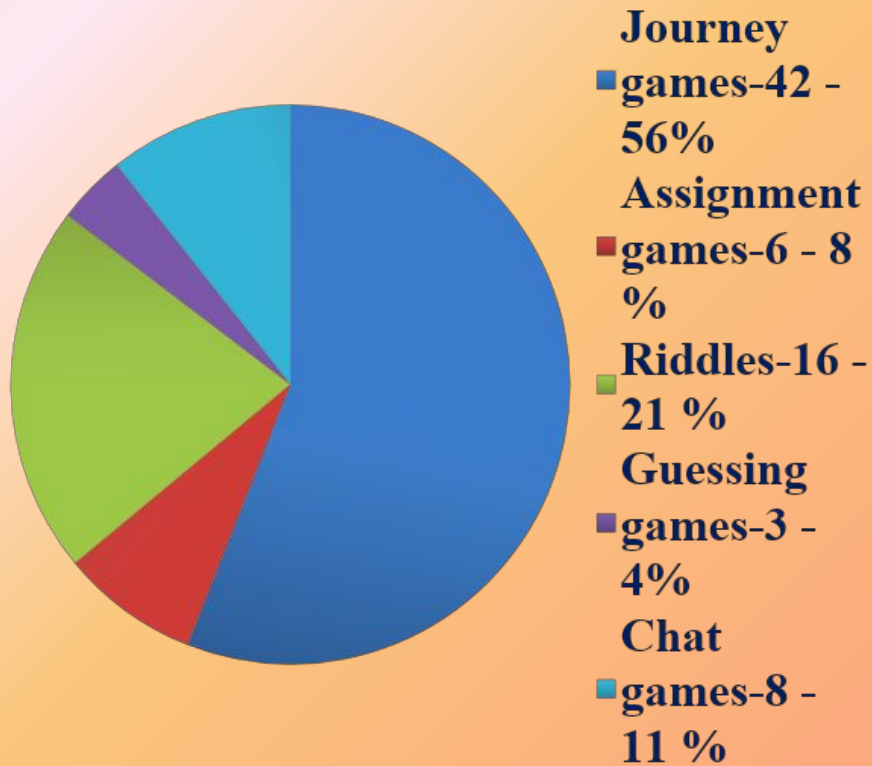
Questionnaire

Questions	Yes	%	No	%
Do you like playing board games?	60	80	15	20
What kinds of board games do you know?				
A)game journeys	42	56		
B)assignment games	6	8		
C)riddles	16	21		
D)guessing games	3	4		
E)chat games	8	11		
Do you think if there are any board games about writers?	32	43	43	57

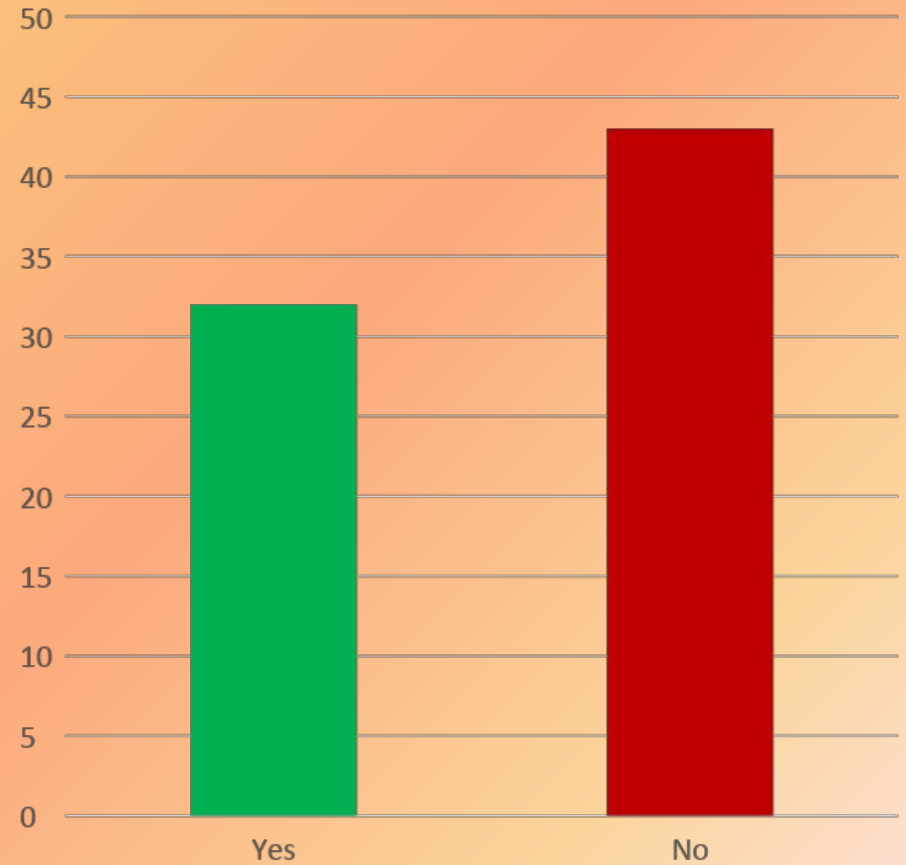
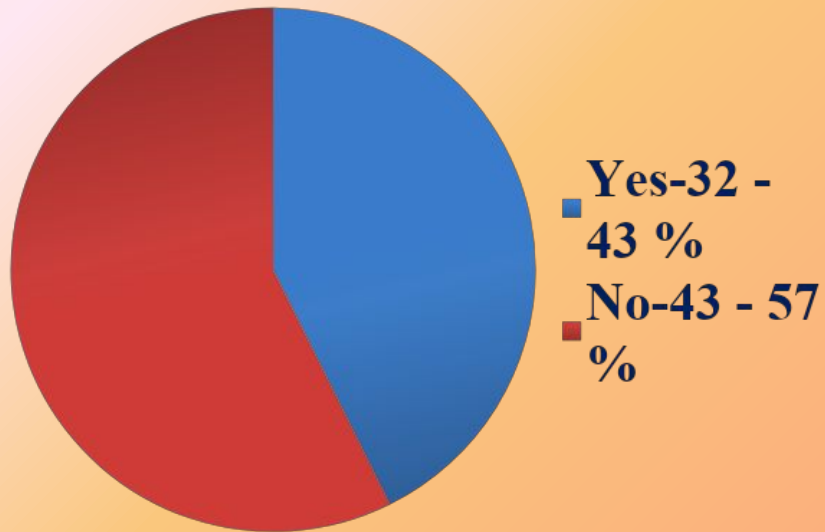
Do you like playing board games?



What kinds of didactic games do you know?



Do you think if there are any didactic games about writers?



Results of the questionnaire:

We held an opinion poll with 75 participants, they are students of the 7-8th grades.

- 60 people said “yes” to the question “Do you like playing board games?”, and 15 people said “no”.**
- 42 people approved that they know journey games, 16 people – riddles, 6 people – assignment games, 8 people know of chat games, and 3 people – of quessing games.**
- The question “Do you think if there are any board games about writers?” was answered positively by 32 students, and negatively by 43 students.**
- We came to thinking that most of the students like playing board games, they know about journey games, and think that there are no board games about the writers.**

Игра-путешествие по жизненному пути А.Е. Кулаковского - Өксөкүлээх Өлөксөй.

Родной алас Учай
А.Е. Кулаковского - Өксөкүлээх Өлөксөй.

1890, 6 августа поступил в
Якутское духовное училище.

1907, 17 января – женитьба на Евдокии
Ивановне Лысковой с сыном Алексеем.

А.Е. Кулаковский с земляками
Д.П. Неустровым и Т.Долгихвым

1924 – сделан вольный перевод элгии
Н.Г.Цыганова «Речка».
Завершена поэма «Наступление лета».



1897 – докторская диссертация
писемоводителя Ботурской управы



1900 – арестован
в Железнодорожном наслеге



1900 – арестован в Железнодорожном наслеге



1903, 19 сентября – на общем собрании родоначальников
и доверенных наслегов Ботурского улуса избран
на должность писемоводителя БИУ на 1904 год.



1905, август – поездка в Вилюйск.
Написано стихотворение
«Вилюйский танец»



1910 – написаны стихотворения
«Красивая девушка», «Пароход»,
поэма «Сновидение шамана»



1911, 16 сентября – выехал на
Охотский тракт для поправки трассы
Якутско-Охотской телеграфной линии



1912, 18 ноября – пишет письмо Э.К. Леговскому.
Написаны стихотворения «Сторожила с сердцем»
и «Благословение среднего поколения»
«Чабыргах». Переезжает с семьей в Вилюйск.



1914 – создание первой редакции
поэмы «Путь и метель»



1914, 6 января – переезжает в Редок



1915 – Учительствует в
Канчатском наслеге
Западно-Кангаласского улуса



1917 – поездка на низовья Оленя
3 августа – назначен исполняющим
должность окружного комиссара
Временного правительства в селе Вупи



1917 – поездка на низовья Оленя
3 августа – назначен исполняющим
должность окружного комиссара
Временного правительства в селе Вупи



1919 – создание первой редакции
поэмы «Путь и метель»



1920, 14 августа – назначен
заведующим художественно-литературной
секцией подотдела исследований
Якутской губернии



1920 – учительствует в
Канчатском наслеге
Западно-Кангаласского улуса



1923 – Кулаковский переезжает в Ситим



1924 – сделан вольный перевод элгии
Н.Г.Цыганова «Речка».
Завершена поэма «Наступление лета».



1925 – решением президиума ЯЦИКА
включен в комиссию для введения
переговоров о мирной ликвидации
оймьонских бандитских отрядов



1926, 14 января – присутствовал в Москве
на совещании по вопросам книгоиздательства в
Якутской секции Центрального издательства
народов Союза при ЦИКе СССР



1926, 19 января – А.Е. Кулаковский
госпитализирован, переведен в
хирургическую клинику



В Болгарии в городе Тимуро-овден
создан памятник Өксөкүлээх Өлөксөйүмү



1926, 19 января – А.Е. Кулаковский
госпитализирован, переведен в
хирургическую клинику



Памятник Өксөкүлээх Өлөксөйүмү
в Якутии в селе Илчидинское

Памятник Өксөкүлээх Өлөксөйүмү
в Якутии в селе Илчидинское



1926, 19 января – А.Е. Кулаковский
госпитализирован, переведен в
хирургическую клинику

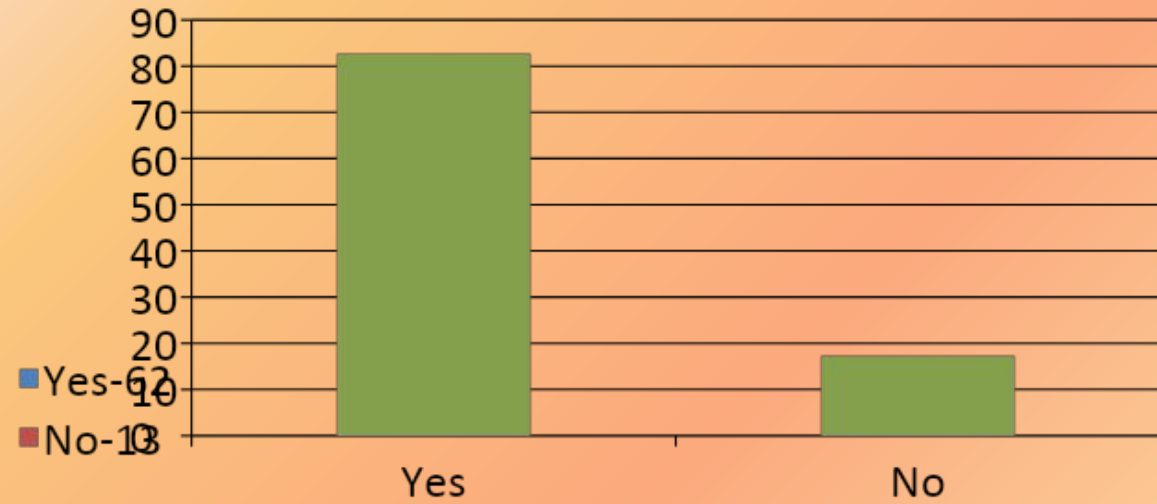


Rules of the game:

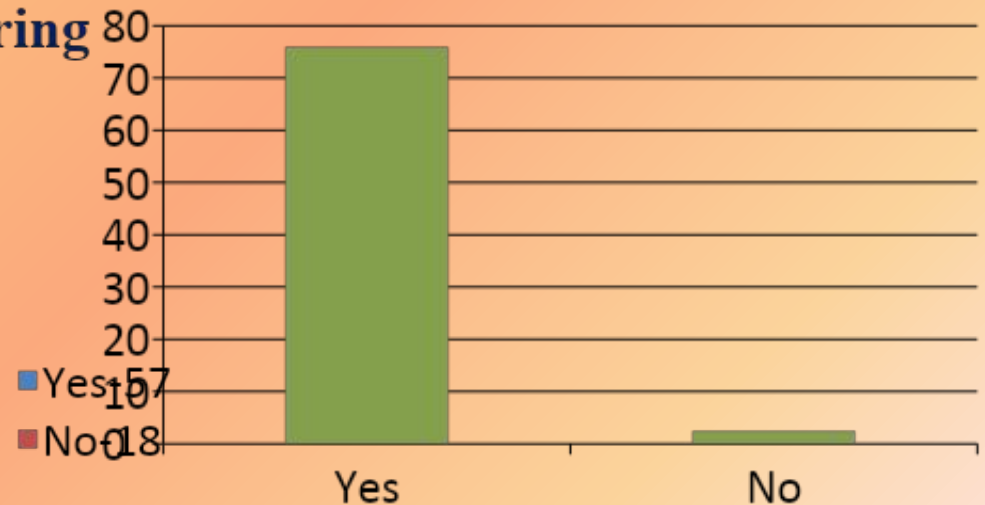
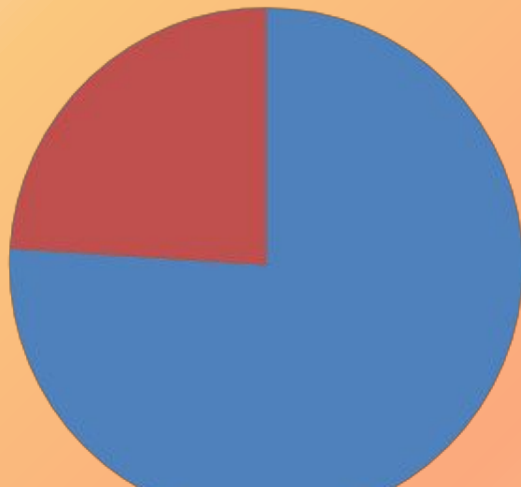
- **You can play in pairs and more. You need a dice and a piece for every person. You put the pieces at the starting point. You begin your travel throwing dice in turns.**
- **Aim of the game is to be the first person to get to the finish. You need to fulfill all the requirements of the signs.**
- **Beige circle – move forward;**
- **Red circle – move back;**
- **Red crossed with a line – miss the turn.**
- **The one who answers all the questions and is first to get to the finish is the winner.**

Comments about practical lessons

Did you learn anything new?



Is it worth playing this game during the classes?



Conclusions:

- 1. we studied bibliography and internet resources on this theme;**
- 2. we held a questionnaire among the students of 7-8th grades;**
- 3. we made a map with the photographs from Kulakovsky's life and made questions about him;**
- 4. we designed and tested the board game on A.E. Kulakovsky's biography.**



Testing the game. The day of the school, while playing the game journey

