

Contents

Foreword to English edition	viii
Introduction	ix
<i>Part 1: Approaches to Writing</i>	1
Recommended reading	67
<i>Part 2: Games and Maths</i>	71
1. Games themes	75
2. Game boards	86
3. Pieces, moves, promotions, and captures	132
4. Decision-making devices	157
5. Setting goals	173
6. Using games in the classroom	182
Recommended reading	194
Appendix	197