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GEOMETRICAL– MECHANICAL GAMES APPLICATION EXAMPLES TO STUDENTS AT SCIENCE TEACHING PROGRAMS AND SOME OTHER UNDERGRADUATE PROGRAMS

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Abstract
Inthisstudy, geometrical-mechanical games in the "Intelligence Games Teaching Program" and their contributions to cognitive, emotional and psychomotor development were presented. Geometrical-mechanical games application examples to students at Science Teaching programs and some other undergraduate programs were compared and the difference between them was examined. The step-by-step curriculum has three basic stages. The difference between the average scores of the groups for the games at levels of D1 (Beginner), D2 (Intermediate) and D3 (Advanced) was analyzed. Students at Science Teaching programs are more successful at D3 while there isn't a significant difference between the groups at other levels.

Keywords: Intelligence games lesson curriculum, geometrical-mechanical games, beginner level activities, intermediate level activities, advanced level activities.