

EduTrend Contents

G4C · PROBLEM-SOLVING AND CONFLICT RESOLUTION GAMES · HIGH SCHOOL

Problem-Solving Game Leaders

Plan and rehearse problem-solving games for children aged 5 to 10, with a visual steps chart

Ages 14–18	Level: Advanced	75 minutes	Teams of 3–4 · up to 24	Activity 05

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 05 · AT A GLANCE

Problem-Solving Game Leaders

Teams plan a 25-minute session for children aged 5 to 10: a Puppet Rewind warm-up, a Solution Shop round in small groups and a closing circle adding solutions to a chart. They design a visual steps chart with simple icons (stop, say, list, pick, try) and write invented problem cards at two levels. Teams rehearse with peers in role and revise.

Learning outcomes

By the end of the session students can:

- plan a problem-solving session;
- design a visual steps chart;
- write age-appropriate problems;
- revise from feedback.

KEY WORDS

session · steps chart · icon · problem card · puppet · revise

CURRICULUM LINKS

PSHE: leadership. Child development. Art and design: icons.

1	2	3	4	5	6
SETTLE	**EXPLAIN**	**PLAY**	**NOTICE**	**TALK**	**CLOSE**
Calm start	One game, clear rules	Invented characters	Clues and feelings	Different views are fine	Calm and positive

Materials (per team)

- Session template
- Card for charts and problem cards
- Puppets
- Worksheets 1, 2 and 3

Before the session

- Print templates.
- Gather puppets.
- Brief on safeguarding.
- Plan teams.

SAFETY

Use invented problems only. Staff supervision and safeguarding approval needed with younger children.

ACTIVITY 05 · SESSION PLAN

Step by step

Rehearse steps when everyone is calm; the games are not for mid-row intervention.

Time	What happens	Say or ask
0–10 min Brief	What young children need.	*"Why invented problems?"*
10–40 min Plan	Session, chart and cards.	*"Can a six-year-old read the icons?"*
40–60 min Rehearse	Lead peers in role.	*"Did they use the steps?"*
60–75 min Revise	Improve.	*"What will you change?"*

CHALLENGE CARD (print or copy onto the board)

Plan a session and steps chart so clear that young children can use the steps on their own afterwards.

ACTIVITY 05 · FACILITATOR NOTES

The problem-solving game know-how in brief

Displaying problem-solving steps with simple icons lets children and adults refer to them during real disagreements.

Practising with puppets keeps attention on the steps rather than on who was right.

Common ideas to listen for

- “Young children can’t problem-solve.” They can with steps.
- “Real disputes make better practice.” Invented ones are safer.
- “One explanation is enough.” Repeat and display.

Adapting the activity

Support

Provide a partly completed chart.

Stretch

Add a family version for home.

WORKSHEET 1

Session plan

Name: _____ Class: _____ Date: _____

Complete each part.

Session plan

Part	Time	Activity
Warm-up		
Main game		
Closing circle		

WORKSHEET 2

Steps chart

Design icons.

Steps chart

Step	Icon idea
Stop	
Say the problem	
List ideas	
Pick one	
Try it	

WORKSHEET 3

Our revisions

After rehearsal.

We changed... because...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Plans a session	Designs clear chart	Revises with evidence

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Problem-Solving Game Leaders is a sample activity from the EduTrend Contents G4C Problem-Solving and Conflict Resolution Games programme (high school, level: advanced). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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