



EduTrend Contents

G4C · LISTENING GAMES · PRIMARY

Chain Instructions

Follow a spoken instruction that grows by one step each round while others watch and check

Ages 5–10

Level: Developing

15 minutes

Groups of 3 or more · up to 30

Activity 02

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

ACTIVITY 02 · AT A GLANCE

Chain Instructions

The adult gives one child a two-step instruction, for example: “Touch the door, then pick up the blue book.” The child carries it out while the others watch and check. Each round adds a step. When a child misses a step, they choose the next player rather than dropping out, so nobody sits waiting.

Learning outcomes

By the end of the session pupils can:

- hold instructions in memory;
- carry out steps in order;
- check others fairly;
- notice progress in memory.

KEY WORDS

instruction · step · order ·
remember · then · check

CURRICULUM LINKS

English: listening and following
instructions. PSHE: routines.

1**WARM UP**

Voices and bodies
ready

2**EXPLAIN**

One game, clear
rules

3**PLAY**

Invented roles

4**LISTEN**

Everyone heard

5**TALK**

What worked?

6**CLOSE**

Calm and positive

Materials (whole group)

- A few classroom objects: a book, a cup, a ball
- Picture cards for steps (easier version)
- Worksheets 1, 2 and 3

Before the session

- Set out objects.
- Plan instruction chains.
- Make picture cards.
- Explain the chooser rule.

SAFETY

No one drops out; missing a step means
choosing the next player. Keep movement calm.

ACTIVITY 02 · SESSION PLAN

Step by step

Add one step at a time so children feel progress.

Time	What happens	Say or ask
0–2 min Warm up	Simon says with one step.	<i>"Can you do exactly what I say?"</i>
2–4 min Explain	Model a two-step chain.	<i>"What was step two?"</i>
4–12 min Play	Chains grow each round.	<i>"How did you remember?"</i>
12–15 min Close	Share memory tricks.	<i>"What helped you hold the steps?"</i>

CHALLENGE CARD (print or copy onto the board)

Carry out the longest chain you can, in the right order.

ACTIVITY 02 · FACILITATOR NOTES

The listening game know-how in brief

Younger children often find holding the second half of an instruction hardest.

Games make memory visible and let children try again without it feeling like a telling-off.

Common ideas to listen for

- “Good listeners never forget.” Everyone has limits.
- “Speed matters most.” Order matters more.
- “Missing a step means you are out.” You stay in with a new role.

Adapting the activity

Support

Keep to two steps and show a picture card for each.

Stretch

Children give instructions to each other, and the listener repeats them back before acting.

WORKSHEET 1

My chain

Name: _____

Class: _____ Date: _____

Draw each step.

Steps

Step	What to do
1	
2	
3	
4	

WORKSHEET 2

Memory tricks

Tick tricks you tried.

Tricks

Trick	Tried?
Say it in my head	
Count on fingers	
Picture it	
Repeat it back	

WORKSHEET 3

Reflection

Draw or write.

I remembered by...

FOR THE TEACHER

Assessment checklist

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

Pupil	Remembers steps	Keeps order	Checks fairly

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

ABOUT THIS ACTIVITY

Chain Instructions is a sample activity from the EduTrend Contents G4C Listening Games programme (primary, level: developing). 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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