

EduTrend Contents

G4C · SOCIAL SKILLS AND FRIENDSHIP GAMES · HIGH SCHOOL

Friendship Game Leaders

Plan, rehearse and evaluate a joining-and-welcoming games session for children aged 4 to 10

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

Friendship Game Leaders

Older students plan a 15-minute session for children aged 4 to 10 built around joining, welcoming and listening games. Each plan has a warm-up, clear instructions, invented role plays, a way in for shy children and a calm close. Teams rehearse with peers acting as children and critique plans with a checklist. Real sessions need staff approval and supervision.

Learning outcomes

By the end of the session students can:

- plan an age-appropriate session;
- write invented role-play situations;
- include shy and new players;
- evaluate a plan with evidence.

KEY WORDS

lead · plan · include · rehearse · evaluate · safeguarding

CURRICULUM LINKS

PSHE: relationships. Leadership and volunteering programmes.

1	2	3	4	5	6
SETTLE	**EXPLAIN**	**PLAY**	**NOTICE**	**TALK**	**CLOSE**
Calm start	One game, clear rules	Practise the skill	Name good moments	What helped?	Kind and positive

Materials (whole class)

- Session plan template
- Sample game cards
- Inclusion and safety checklist
- Worksheets 1, 2 and 3

Before the session

- Print templates and checklists.
- Form teams of three or four.
- Brief on safeguarding.
- Arrange peer rehearsal space.

SAFETY

Role plays use invented situations only. Sessions with real children need staff approval and supervision.

ACTIVITY 05 · SESSION PLAN

Step by step

A rehearsal with peers acting as children shows timing and clarity problems early.

Time	What happens	Say or ask
0–10 min **Settle**	Recall friendship skills for ages 4–10.	*"What do young children find hard about joining in?"*
10–35 min **Plan**	Teams draft a 15-minute session.	*"How will shy children take part?"*
35–60 min **Rehearse**	Run plans with peers acting as children.	*"Were the instructions clear?"*
60–75 min **Evaluate**	Checklist critique and revision.	*"What will you change before using it?"*

CHALLENGE CARD (print or copy onto the board)

Produce a safe, inclusive 15-minute session plan and improve it after a peer rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

The friendship game know-how in brief

Leaders who model friendly phrases give younger children clear words to copy.

Planning for quieter children, for example letting them watch a round first, makes games more inclusive.

Common ideas to listen for

- "Young children will just know the rules." Short demonstrations are needed.
- "Real friendship problems make good role plays." Always use invented situations.
- "Leaders solve every dispute." Real concerns go to supervising staff.

Adapting the activity

Support

Provide a partly completed plan and a bank of friendly phrases.

Stretch

Adapt the plan for two age groups, 4–6 and 8–10.

WORKSHEET 1

Session plan

Name: _____ Class: _____ Date: _____

Plan your 15 minutes.

Plan

Time	Activity	Leader

WORKSHEET 2

Inclusion and safety checklist

Tick and note evidence.

Checklist

Check	Evidence
Invented situations only	
Clear, short instructions	
Way in for shy children	
Calm close	

WORKSHEET 3

Evaluation

Reflect after rehearsal.

Our strengths and next steps are...

FOR THE TEACHER

Assessment checklist

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

Student	Plans age-appropriately	Includes all players	Evaluates with evidence

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

ABOUT THIS ACTIVITY

Friendship Game Leaders is a sample activity from the EduTrend Contents G4C Social Skills and Friendship 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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