



EduTrend Contents

G4C · ART AND CRAFT GAMES · HIGH SCHOOL

Art Game Leaders

Plan, rehearse and evaluate an art and craft 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

Art Game Leaders

Teams plan a 15-minute session for children aged 4 to 10 using games such as Pass the Picture and Collage Challenge. Plans use safe, low-cost materials, a clear rule instead of a blank page, praise for ideas rather than realism, and a share-and-tidy close. Teams rehearse with peers and critique plans. Real sessions need staff approval and supervision.

Learning outcomes

By the end of the session students can:

- plan an age-appropriate art session;
- choose safe materials;
- praise ideas and effort;
- evaluate a plan with evidence.

KEY WORDS

lead · rule · materials · praise ·
rehearse · evaluate

CURRICULUM LINKS

Art and design. Leadership and
volunteering programmes.

1

WARM UP

Hands and ideas
ready

2

EXPLAIN

One game, one rule

3

MAKE

Try, change, try
again

4

SHARE

Show and explain

5

TALK

What did you
decide?

6

TIDY

Clear up together

Materials (whole class)

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

Before the session

- Print templates and checklists.
- Form teams.
- Brief on safeguarding and materials safety.
- Arrange rehearsal space.

SAFETY

Child-safe tools only; adults handle anything
sharp or hot. Sessions with children need staff
approval and supervision.

ACTIVITY 05 · SESSION PLAN

Step by step

A game rule removes the pressure of the blank page.

Time	What happens	Say or ask
0–10 min Warm up	Recall art games.	<i>“Why do some children freeze at a blank page?”</i>
10–35 min Plan	Draft a 15-minute session.	<i>“Which materials are safe for age 4?”</i>
35–60 min Rehearse	Run with peers acting as children.	<i>“Did praise focus on ideas?”</i>
60–75 min Evaluate	Checklist critique and revision.	<i>“What will you change?”</i>

CHALLENGE CARD (print or copy onto the board)

Produce a safe, inclusive 15-minute art games plan and improve it after rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

The art game know-how in brief

Game rules help children who freeze when faced with a blank page.

Praising ideas and effort keeps young children willing to try.

Common ideas to listen for

- “Leaders should show the right way.” Children choose.
- “Neat work is the goal.” Decisions and effort are.
- “Leaders handle every problem.” Concerns go to supervising staff.

Adapting the activity

Support

Provide a partly completed plan and card sets.

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
Safe materials and tools	
Clear game rule	
Praise for ideas	
Share and tidy 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	Chooses safe materials	Evaluates with evidence

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

ABOUT THIS ACTIVITY

Art Game Leaders is a sample activity from the EduTrend Contents G4C Art and Craft 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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