



EduTrend Contents

EDUTECH · FUTURE TRENDS AND INNOVATIONS IN GAMIFICATION · PRIMARY

Playground Clue Trail

A physical learning trail where the game happens outdoors and teams talk their way to each answer

Ages 7–10

Level: Foundation

45 minutes

Teams of 4 · up to 30

Activity 01

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

ACTIVITY 01 · AT A GLANCE

Playground Clue Trail

The teacher hides six clue cards around the playground or hall. Each card holds a question from recent learning and, once answered correctly, a code letter. Teams of four move together, discuss each answer before writing it and check with an adult at two checkpoints. The collected letters spell a word that unlocks a final team challenge back in class.

Learning outcomes

By the end of the session pupils can:

- recall recent learning;
- discuss answers as a team;
- follow a trail of clues;
- reflect on what helped.

KEY WORDS

clue · trail · code · team ·
checkpoint · recall

CURRICULUM LINKS

Any subject: retrieval practice. PE:
moving and orienteering. PSHE:
teamwork.

1**GOAL**

What is the
learning goal?

2**CHALLENGE**

What is the task?

3**FEEDBACK**

How do players
know?

4**PROGRESS**

How is growth
shown?

5**RETRY**

Can they try again?

6**REFLECT**

Did it help
learning?

Materials (per team)

- Six clue cards per trail
- Answer and code sheet
- Clipboards and pencils
- Worksheets 1, 2 and 3

Before the session

- Write six questions from recent learning.
- Hide cards in safe, visible places.
- Plan checkpoints with adults.
- Set boundaries.

SAFETY

Stay inside agreed boundaries. Walk, do not
run, near steps and doors. Adults at
checkpoints.

ACTIVITY 01 · SESSION PLAN

Step by step

Optional: print QR codes that link to the questions, but paper cards work just as well.

Time	What happens	Say or ask
0–5 min Launch	Explain the trail, rules and boundaries.	<i>“How will your team agree an answer?”</i>
5–30 min Trail	Teams find cards and solve clues.	<i>“Did everyone agree?”</i>
30–38 min Unlock	Spell the code word and do the final challenge.	<i>“What does the word mean?”</i>
38–45 min Reflect	Discuss what helped.	<i>“Which clue was hardest?”</i>

CHALLENGE CARD (print or copy onto the board)

Collect all six code letters by answering every clue as a team, then unlock the final challenge.

ACTIVITY 01 · FACILITATOR NOTES

The innovation know-how in brief

Recalling learning from memory, known as retrieval practice, helps learning stick better than rereading.

Moving the game into the physical world keeps pupils talking to each other, a strength of low-cost physical gamification.

Common ideas to listen for

- “The fastest team wins.” Correct answers unlock the code.
- “One person can answer for the team.” Everyone agrees.
- “Games need screens.” Paper trails work well.

Adapting the activity

Support

Add picture clues for early readers.

Stretch

Write a clue for another team's trail.

WORKSHEET 1

Trail record

Name: _____

Class: _____ Date: _____

Answer and code letter.

Trail record

Clue	Our answer	Code letter

WORKSHEET 2

Team talk

How we agreed.

Team talk

Clue	Who suggested	How we agreed

WORKSHEET 3

What helped us

Reflect as a team.

The clue that made us think hardest was... because...

FOR THE TEACHER

Assessment checklist

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

Pupil	Recalls learning	Discusses answers	Reflects on teamwork

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

ABOUT THIS ACTIVITY

Playground Clue Trail is a sample activity from the EduTrend Contents Edutech Future Trends and Innovations in Gamification programme (primary, level: foundation). 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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