



EduTrend Contents

G4C · LOGICAL THINKING GAMES · PRIMARY

Guess My Rule

Sort objects by a secret rule and let others guess the rule from what goes in and out

Ages 4–8

Level: Foundation

15 minutes

Groups of 2–6 · 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

Guess My Rule

The leader secretly chooses a rule, such as “red things” or “things with corners”, and places a few objects inside a hoop and a few outside. Players take turns choosing an object and predicting whether it goes in or out. The leader says yes or no. When someone thinks they know the rule, they say it and explain why they think so.

Learning outcomes

By the end of the session pupils can:

- notice patterns;
- test ideas;
- use sorting rules;
- explain reasoning.

KEY WORDS

rule · sort · in · out · pattern ·
because

CURRICULUM LINKS

Maths: sorting and classifying.
Science: properties.

1

WARM UP

Minds ready

2

EXPLAIN

One game, clear
rules

3

NOTICE

Spot the pattern

4

TEST

Try an idea

5

REASON

How do you know?

6

CLOSE

Calm and positive

Materials (per group)

- About 30 mixed objects such as buttons, blocks and pencils
- A hoop or loop of string
- Worksheets 1, 2 and 3

Before the session

- Gather objects.
- Choose simple rules.
- Model a round.
- Plan groups.

SAFETY

Keep small objects away from children who
mouth things.

ACTIVITY 01 · SESSION PLAN

Step by step

Ask “How do you know?” to turn a lucky guess into a method.

Time	What happens	Say or ask
0–2 min Warm up	Sort objects by colour together.	<i>“What rule did we use?”</i>
2–4 min Explain	Model a secret rule.	<i>“In or out?”</i>
4–12 min Play	Rounds with new rules.	<i>“How do you know?”</i>
12–15 min Talk	Share rules and reasons.	<i>“Which rule was hardest?”</i>

CHALLENGE CARD (print or copy onto the board)

Guess the secret rule and explain the evidence that told you.

ACTIVITY 01 · FACILITATOR NOTES

The logic game know-how in brief

Logic games ask children to notice a pattern, test an idea and give a reason.

Children at different levels can take part in the same game.

Common ideas to listen for

- “There is only one way to sort.” Many rules work.
- “Guessing is enough.” Give a reason.
- “Colour is the only rule.” Try shape, size, material.

Adapting the activity

Support

Use one feature only, such as colour or size.

Stretch

Combine two features, such as “blue and round”, or use a “not” rule.

WORKSHEET 1

In and out

Name: _____

Class: _____ Date: _____

Draw objects in and out of the hoop.

Hoop

WORKSHEET 2

Rules I guessed

Record rules.

Rules

Rule	How I knew

WORKSHEET 3

My secret rule

Draw or write.

My rule is... Things in are...

FOR THE TEACHER

Assessment checklist

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

Pupil	Notices patterns	Tests ideas	Explains reasons

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

ABOUT THIS ACTIVITY

Guess My Rule is a sample activity from the EduTrend Contents G4C Logical Thinking Games 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.

© 2026 EduTrend Contents. This activity may be printed and copied for use with pupils in your own school, club or home. It may not be resold or published elsewhere. Photos: Patrick Fore / Unsplash.