



EduTrend Contents

G4C · IMAGINATIVE PLAY GAMES · MIDDLE SCHOOL

World Builders

Invent an imaginary world with a map, rules and inhabitants, then host visitors who test it with questions

Ages 11–13

Level: Intermediate

40 minutes

Teams of 4 · up to 30

Activity 03

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

ACTIVITY 03 · AT A GLANCE

World Builders

Teams invent an imaginary world: they draw a map, decide three rules of how the world works, such as “it rains upwards on Tuesdays”, and create inhabitants with needs and habits. Visiting teams then tour the world and ask questions. Hosts must answer consistently with their rules. Teams reflect on what made their world believable.

Learning outcomes

By the end of the session students can:

- invent a consistent world;
- create rules and characters;
- answer questions in role;
- evaluate believability.

KEY WORDS

world-building · rule · consistent · inhabitant · map · believable

CURRICULUM LINKS

English: creative writing and speaking. Geography: maps. Drama.

1**WARM UP**

Imaginations ready

2**EXPLAIN**

Set the scene

3**PLAY**

Pretend together

4**SHARE**

Show and tell

5**TALK**

What happened?

6**TIDY**

Clear up together

Materials (per team)

- Large paper and pens
- Rule and inhabitant cards
- Visitor question cards
- Worksheets 1, 2 and 3

Before the session

- Prepare materials.
- Write question cards.
- Model a world rule.
- Plan teams.

SAFETY

Keep worlds fictional; avoid mocking real groups or places.

ACTIVITY 03 · SESSION PLAN

Step by step

Consistency is what makes an invented world believable.

Time	What happens	Say or ask
0–5 min Warm up	What if the sky were green?	<i>“What else would change?”</i>
5–10 min Explain	World parts and rules.	<i>“What are your three rules?”</i>
10–32 min Create	Build worlds; host visitors.	<i>“Does that fit your rules?”</i>
32–40 min Share	Reflect on believability.	<i>“What made a world believable?”</i>

CHALLENGE CARD (print or copy onto the board)

Create a world whose rules stay consistent when visitors ask tricky questions.

ACTIVITY 03 • FACILITATOR NOTES

The pretend play know-how in brief

Pretend scenarios require agreed rules that players stick to.

Answering in role builds flexible, consistent thinking.

Common ideas to listen for

- “Imaginary worlds have no rules.” Rules make them believable.
- “More weird details are better.” Consistency matters more.
- “There’s a right answer.” Hosts decide within their rules.

Adapting the activity

Support

Provide a world template with prompts.

Stretch

Add a history: one event that changed the world.

WORKSHEET 1

World plan

Name: _____

Class: _____ Date: _____

Plan your world.

World

Part	Our idea
Name	
Rule 1	
Rule 2	
Rule 3	
Inhabitants	

WORKSHEET 2

Visitor questions

Record questions and answers.

Questions

Question	Our answer	Fits rules?

WORKSHEET 3

Reflection

Reflect.

Our world felt believable because...

FOR THE TEACHER

Assessment checklist

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

Student	Creates consistent rules	Answers in role	Evaluates believability

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

ABOUT THIS ACTIVITY

World Builders is a sample activity from the EduTrend Contents G4C Imaginative Play Games programme (middle school, level: intermediate). 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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