

EduTrend Contents

G4C · GROUP COMMUNICATION GAMES · MIDDLE SCHOOL

Role Rotation Planning Challenge

Plan an invented class event under constraints with a facilitator, timekeeper, checker and reporter

Ages 11–13	Level: Intermediate	40 minutes	Groups 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

Role Rotation Planning Challenge

Groups receive a planning brief, such as organising an invented class sports afternoon with a budget, a time limit and three constraints. Members take roles: facilitator, timekeeper, checker and reporter, rotating halfway. Reporters present plans, checkers confirm everyone knows them, and groups evaluate which roles helped and what got in the way.

Learning outcomes

By the end of the session students can:

- share information in a group;
- use talk roles;
- summarise before deciding;
- evaluate group communication.

KEY WORDS

facilitator · timekeeper · checker · reporter · summarise · decide

CURRICULUM LINKS

PSHE: teamwork. English: spoken language. Maths: budgeting.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**CHECK**	**TALK**	**CLOSE**
Voices ready	One game, clear roles	Share and plan	Does everyone know the plan?	What helped?	Calm and positive

Materials (whole class)

- Planning briefs
- Role cards
- Timer
- Worksheets 1, 2 and 3

Before the session

- Write briefs.
- Print role cards.
- Plan groups of four.
- Explain roles.

SAFETY

Rotate roles so no one dominates; support quieter students with role scripts.

ACTIVITY 03 · SESSION PLAN

Step by step

The checker's question "Does everyone know the plan?" is the key habit.

Time	What happens	Say or ask
0–5 min **Warm up**	Quick group decision task.	*"How did you decide?"*
5–10 min **Explain**	Brief and roles.	*"What does the checker do?"*
10–32 min **Play**	Plan, rotate roles, present.	*"Did everyone know the plan?"*
32–40 min **Close**	Evaluate roles.	*"Which role helped most?"*

CHALLENGE CARD (print or copy onto the board)

Complete a plan within the constraints where everyone can explain the decision.

ACTIVITY 03 · FACILITATOR NOTES

The team talk know-how in brief

Simple roles such as timekeeper, checker and reporter support good group talk.

Summarising ideas before deciding helps groups avoid misunderstandings.

Common ideas to listen for

- “Roles slow us down.” They keep talk on track.
- “The facilitator decides.” The group decides.
- “If I agree silently, that’s enough.” Say it.

Adapting the activity

Support

Give each role a card with two key phrases.

Stretch

Add a surprise constraint halfway through.

WORKSHEET 1

Planning sheet

Name: _____ Class: _____ Date: _____

Record your plan.

Plan

Decision	Reason	Agreed by all?

WORKSHEET 2

Role check

Rate each role.

Roles

Role	Who	How it helped
Facilitator		
Timekeeper		
Checker		
Reporter		

WORKSHEET 3

Reflection

Reflect.

Our group communicated well when...

FOR THE TEACHER

Assessment checklist

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

Student	Shares information	Uses role well	Evaluates communication

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

ABOUT THIS ACTIVITY

Role Rotation Planning Challenge is a sample activity from the EduTrend Contents G4C Group Communication 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.

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