



EduTrend Contents

G4C · LOGICAL THINKING GAMES · HIGH SCHOOL

Logic Game Leaders

Plan, rehearse and evaluate a logic 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

Logic Game Leaders

Teams plan a 15-minute session for children aged 4 to 10 using games such as Guess My Rule and Three Clues. Plans keep rounds short, let children create their own rules and clues once they understand the format, model thinking aloud once and keep asking “How do you know?”. Teams rehearse and critique plans. Real sessions need staff approval and supervision.

Learning outcomes

By the end of the session students can:

- plan an age-appropriate logic session;
- model reasoning aloud;
- prompt children to explain;
- evaluate a plan with evidence.

KEY WORDS

lead · rule · clue · how do you know
· rehearse · evaluate

CURRICULUM LINKS

Maths. Leadership and volunteering programmes.

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 (whole class)

- Session plan template
- Sorting sets and clue grids
- Inclusion and safety checklist
- Worksheets 1, 2 and 3

Before the session

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

SAFETY

Check small objects are safe. Sessions with children need staff approval and supervision.

ACTIVITY 05 · SESSION PLAN

Step by step

Logic games suit mixed groups because children can take part at different levels.

Time	What happens	Say or ask
0–10 min Warm up	Recall logic games.	<i>“What do they build?”</i>
10–35 min Plan	Draft a 15-minute session.	<i>“When will children make their own rules?”</i>
35–60 min Rehearse	Run with peers acting as children.	<i>“Did you ask how they know?”</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 15-minute logic session plan that gets children explaining their reasoning, improved after rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

The logic game know-how in brief

Asking “How do you know?” turns a lucky guess into a method.

Creating rules and clues deepens reasoning.

Common ideas to listen for

- “Young children can’t reason.” They sort by rules from early on.
- “The leader should give the rule.” Children discover it.
- “Leaders handle every problem.” Concerns go to supervising staff.

Adapting the activity

Support

Provide a partly completed plan.

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
Short rounds	
Children make rules	
How do you know?	
Safe objects	

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	Prompts reasoning	Evaluates with evidence

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

ABOUT THIS ACTIVITY

Logic Game Leaders is a sample activity from the EduTrend Contents G4C Logical Thinking 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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