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ACTIVITY 01 · AT A GLANCE

Spelling Quest

Teams follow a quest map with four stages. At each stage they spell a set of words on a whiteboard and explain the spelling pattern, such as adding -ing. Another team or the teacher checks, and correct work unlocks the next stage. A mistake earns a hint card, not a penalty. The quest ends with a reflection on the trickiest pattern.

Learning outcomes

By the end of the session pupils can:

- spell words with a pattern;
- explain spelling rules;
- use hints after mistakes;
- reflect on tricky patterns.

KEY WORDS

quest · stage · unlock · hint ·
pattern · reflection

CURRICULUM LINKS

English: spelling patterns. PSHE:
teamwork and resilience. Art:
quest maps.

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)

- Quest map
- Stage cards with word lists
- Hint cards
- Mini whiteboards
- Worksheets 1, 2 and 3

Before the session

- Choose four spelling patterns.
- Prepare stage and hint cards.
- Draw a quest map.
- Print worksheets.

SAFETY

No specific hazards. Keep the quest team-based and friendly.

ACTIVITY 01 · SESSION PLAN

Step by step

One mechanic (a quest), no more than three rules, and a reflection at the end.

Time	What happens	Say or ask
0–5 min Launch	Show the quest map and three rules.	<i>"How do you unlock a stage?"</i>
5–35 min Quest	Spell, explain, unlock.	<i>"Can you explain the pattern?"</i>
35–40 min Hints	Use hints after mistakes.	<i>"What did the hint show?"</i>
40–45 min Reflect	Trickiest pattern.	<i>"Why was it tricky?"</i>

CHALLENGE CARD (print or copy onto the board)

Complete a four-stage spelling quest by spelling words correctly and explaining each pattern, using hints to overcome mistakes.

ACTIVITY 01 · FACILITATOR NOTES

The lesson design know-how in brief

A quest breaks learning into stages with a clear goal at each step. Explaining a pattern, not just spelling a word, shows deeper understanding.

Hints after mistakes turn failure into feedback. Ending with reflection links the game back to learning and helps the teacher plan next steps.

Common ideas to listen for

- “The fastest team wins.” Correct explanations unlock stages.
- “Mistakes are bad.” They earn hints.
- “Spelling is just memory.” Patterns help.

Adapting the activity

Support

Use two patterns only.

Stretch

Design a stage for another team.

WORKSHEET 1

Quest record

Name: _____

Class: _____ Date: _____

Record each stage.

Quest record

Stage	Pattern	Unlocked?
1		
2		
3		
4		

WORKSHEET 2

Hints used

Learning from hints.

Hints used

Stage	Mistake	What the hint showed
1		
2		
3		

WORKSHEET 3

Reflection

Trickiest pattern.

The trickiest pattern and why

FOR THE TEACHER

Assessment checklist

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

Pupil	Spells patterns	Explains rules	Uses hints

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

ABOUT THIS ACTIVITY

Spelling Quest is a sample activity from the EduTrend Contents Edutech Designing Gamified Lessons 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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