

EduTrend Contents

G4C · SOCIAL SKILLS AND FRIENDSHIP GAMES · PRIMARY

Find Out and Tell

Interview a partner, then introduce them to the circle using one fact you heard

Ages 6–10	Level: Developing	15 minutes	Pairs within a group of 6–30	Activity 02

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

ACTIVITY 02 · AT A GLANCE

Find Out and Tell

Children interview a partner for three minutes using a short card of three questions: favourite food, a game they like and something they are good at. Then they swap. Back in the circle, each child introduces their partner using one fact they heard. The partner nods or gently corrects. The game practises listening, remembering and showing interest in someone else.

Learning outcomes

By the end of the session pupils can:

- ask friendly questions;
- listen and remember;
- introduce a partner accurately;
- accept a gentle correction.

KEY WORDS

question · listen · remember · introduce · interest · partner

CURRICULUM LINKS

PSHE: relationships. English: speaking and listening, questioning.

1	2	3	4	5	6
SETTLE	**EXPLAIN**	**PLAY**	**NOTICE**	**TALK**	**CLOSE**
Calm start	One game, clear rules	Practise the skill	Name good moments	What helped?	Kind and positive

Materials (whole group)

- Question cards (three questions per pair)
- Sand timer or stopwatch
- Worksheets 1, 2 and 3

Before the session

- Print question cards.
- Plan mixed pairs.
- Model a short interview.
- Agree the correction rule.

SAFETY

Keep questions light and everyday. Allow a child to skip a question.

ACTIVITY 02 · SESSION PLAN

Step by step

Mix pairs on purpose so children talk with classmates they do not usually choose.

Time	What happens	Say or ask
0–2 min **Settle**	Sit in a circle.	*"Who remembers a friendly question?"*
2–4 min **Explain**	Model an interview.	*"What did I do to show I was listening?"*
4–10 min **Play**	Pairs interview and swap.	*"Can you ask one more question?"*
10–15 min **Close**	Introduce partners.	*"What did you find out?"*

CHALLENGE CARD (print or copy onto the board)

Remember one fact about your partner and introduce them clearly to the circle.

ACTIVITY 02 · FACILITATOR NOTES

The friendship game know-how in brief

Listening and remembering what someone said shows interest, a key friendship skill.

Structured questions help quieter children start a conversation.

Common ideas to listen for

- "Listening means staying quiet." Good listeners ask and remember.
- "Correcting is rude." A gentle correction helps.
- "Friends must like the same things." Differences are interesting.

Adapting the activity

Support

For ages 4–5 use one question only, and the adult helps each child say the answer.

Stretch

For ages 9–11, ask one follow-up question of your own and report that answer too.

WORKSHEET 1

Interview card

Name: _____ Class: _____ Date: _____

Write or draw your partner's answers.

My partner

Question	Answer
Favourite food	
A game they like	
Something they are good at	

WORKSHEET 2

Follow-up questions

Plan one more question.

Follow-ups

Answer I heard	My follow-up question

WORKSHEET 3

Something new I learned

Draw or write.

I learned that my partner...

FOR THE TEACHER

Assessment checklist

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

Pupil	Asks questions	Listens and remembers	Introduces accurately

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

ABOUT THIS ACTIVITY

Find Out and Tell is a sample activity from the EduTrend Contents G4C Social Skills and Friendship Games programme (primary, level: developing). 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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