

EduTrend Contents

G4C · EDUCATIONAL GAMES · MIDDLE SCHOOL

Game Critics

Play and review learning games with evidence, then write a short review for other students

Ages 12–14	Level: Intermediate	45 minutes	Pairs · up to 30	Activity 04

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

ACTIVITY 04 · AT A GLANCE

Game Critics

Pairs play three short learning games prepared by the teacher or classmates. For each, they rate how well the skill drives the moves, how quick the feedback is, whether players can catch up and how long it takes. They note evidence, such as how many times the skill was used per turn, then write a short review with a star rating and one improvement.

Learning outcomes

By the end of the session students can:

- evaluate games against criteria;
- collect evidence;
- write a balanced review;
- suggest improvements.

KEY WORDS

evaluate · criteria · evidence · review · rating · improve

CURRICULUM LINKS

English: persuasive and evaluative writing. Maths or subject skills.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**FEEDBACK**	**TALK**	**CLOSE**
Minds ready	Rules in a minute	The skill is the move	Did the move work?	What helped you win?	Calm and positive

Materials (whole class)

- Three short learning games
- Review templates
- Criteria cards
- Worksheets 1, 2 and 3

Before the session

- Prepare games.
- Print templates.
- Model a review.
- Plan pairs.

SAFETY

Reviews critique games, not the people who made them.

ACTIVITY 04 · SESSION PLAN

Step by step

Evidence, such as skill uses per turn, makes reviews fair.

Time	What happens	Say or ask
0–5 min Warm up	What makes a review useful?	*"Opinion or evidence?"*
5–10 min Explain	Criteria and evidence.	*"How will you measure it?"*
10–35 min Play and review	Play three games; rate.	*"What evidence do you have?"*
35–45 min Share	Read reviews.	*"Would you recommend it?"*

CHALLENGE CARD (print or copy onto the board)

Write a fair, evidence-based review with one clear improvement.

ACTIVITY 04 · FACILITATOR NOTES

The learning game know-how in brief

Good educational games give quick feedback and use the skill every turn.

Evaluating with criteria builds critical thinking.

Common ideas to listen for

- “Fun means educational.” Check the skill.
- “Reviews are just opinions.” Use evidence.
- “Critique is mean.” It helps improve games.

Adapting the activity

Support

Provide a partly filled review template.

Stretch

Compare two games and recommend one for a specific class.

WORKSHEET 1

Rating grid

Name: _____ Class: _____ Date: _____

Rate each game.

Ratings

Game	Skill is the move	Feedback	Catch-up	Time

WORKSHEET 2

Review

Write a review.

Review

WORKSHEET 3

Reflection

Reflect.

The best learning game was... because...

FOR THE TEACHER

Assessment checklist

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

Student	Uses criteria	Uses evidence	Suggests improvements

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

ABOUT THIS ACTIVITY

Game Critics is a sample activity from the EduTrend Contents G4C Educational 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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