



EduTrend Contents

G4C · SCIENCE AND EXPERIMENTATION GAMES · HIGH SCHOOL

Science Game Leaders

Plan, rehearse and evaluate a predict-test-explain science 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

Science Game Leaders

Teams plan a 15-minute session for children aged 4 to 10 using games such as Sink or Float and Magnet Hunt. Plans ask children to commit to a prediction, test safely, record with ticks or drawings and explain surprises. Plans include a safety check of every item. Teams rehearse with peers and critique plans. Real sessions need staff approval and supervision.

Learning outcomes

By the end of the session students can:

- plan a predict-test-explain session;
- check materials for safety;
- support simple recording;
- evaluate a plan with evidence.

KEY WORDS

lead · predict · test · record · safety
· evaluate

CURRICULUM LINKS

Science. Leadership and
volunteering programmes.

1**WONDER**
Ask a question**2****PREDICT**
Commit to a guess**3****TEST**
Try it safely**4****RECORD**
Write it down**5****EXPLAIN**
Why did it happen?**6****TIDY**
Clear up and wash
hands

Materials (whole class)

- Session plan template
- Sample item sets
- Safety and inclusion checklist
- Worksheets 1, 2 and 3

Before the session

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

SAFETY

Check every item; no mains electricity;
supervise water. Sessions with children need
staff approval and supervision.

ACTIVITY 05 · SESSION PLAN

Step by step

When the outcome surprises children, they have a genuine reason to look for an explanation.

Time	What happens	Say or ask
0–10 min Warm up	Recall science games.	<i>“Why predict first?”</i>
10–35 min Plan	Draft a 15-minute session.	<i>“What could go wrong safety-wise?”</i>
35–60 min Rehearse	Run with peers acting as children.	<i>“Did children commit to predictions?”</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 safe 15-minute predict-test-explain session plan and improve it after rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

The science game know-how in brief

Asking children to commit to a guess makes the result matter to them.

Simple recording with ticks or drawings introduces the idea of evidence.

Common ideas to listen for

- “Leaders should give the answer.” Children explain.
- “Any household item is safe.” Check each one.
- “Leaders handle every problem.” Concerns go to supervising staff.

Adapting the activity

Support

Provide a partly completed plan and item lists.

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

Safety and inclusion checklist

Tick and note evidence.

Checklist

Check	Evidence
Items checked	
Predict before test	
Simple recording	
Explain surprises	

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 predict-test-explain	Checks safety	Evaluates with evidence

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

ABOUT THIS ACTIVITY

Science Game Leaders is a sample activity from the EduTrend Contents G4C Science and Experimentation 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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