

EduTrend Contents

G4C · PUZZLE PLAY · HIGH SCHOOL

Puzzle Game Leaders

Plan, rehearse and evaluate a puzzle play 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

Puzzle Game Leaders

Teams plan a 15-minute session for children aged 4 to 10 using games such as Make Your Own Jigsaw and Tangram Silhouettes. Plans offer puzzles at different levels, give strategy prompts such as “Try the straight edges first” instead of finishing puzzles, and end with sharing strategies. Teams rehearse and critique plans. Real sessions need staff approval.

Learning outcomes

By the end of the session students can:

- plan an age-appropriate puzzle session;
- level puzzles;
- prompt strategies instead of answers;
- evaluate a plan with evidence.

KEY WORDS

lead · level · prompt · strategy · rehearse · evaluate

CURRICULUM LINKS

Maths. Leadership and volunteering programmes.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**CHECK**	**TALK**	**CLOSE**
Minds ready	One game, clear rules	Think before you move	Was it a good move?	How did you work it out?	Calm and positive

Materials (whole class)

- Session plan template
- Levelled puzzle sets
- 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

Keep small pieces from children who mouth things. Sessions with children need staff approval and supervision.

ACTIVITY 05 · SESSION PLAN

Step by step

Choose puzzles slightly above each child's level.

Time	What happens	Say or ask
0–10 min Warm up	Recall puzzle games.	*"What skills do puzzles build?"*
10–35 min Plan	Draft a 15-minute session.	*"How will you level the puzzles?"*
35–60 min Rehearse	Run with peers acting as children.	*"Did you prompt or solve?"*
60–75 min Evaluate	Checklist critique and revision.	*"What will you change?"*

CHALLENGE CARD (print or copy onto the board)

Produce a 15-minute puzzle session plan with levelled puzzles and strategy prompts, improved after rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

The puzzle game know-how in brief

Puzzles build visual discrimination and spatial reasoning.

Strategy prompts help children become independent solvers.

Common ideas to listen for

- “Helping means finishing the puzzle.” Prompts help more.
- “One puzzle suits everyone.” Level them.
- “Leaders handle every problem.” Concerns go to supervising staff.

Adapting the activity

Support

Provide a partly completed plan and puzzle list.

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
Levelled puzzles	
Strategy prompts	
Safe pieces	
Strategy sharing close	

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 strategies	Evaluates with evidence

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

ABOUT THIS ACTIVITY

Puzzle Game Leaders is a sample activity from the EduTrend Contents G4C Puzzle Play 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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