



EduTrend Contents

G4C · BUILDING AND CONSTRUCTION GAMES · PRIMARY

A Home for Teddy

Build a shelter that a small toy fits inside, with a roof that stays on when tested

Ages 4–8

Level: Foundation

20 minutes

Pairs · up to 30

Activity 01

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

ACTIVITY 01 · AT A GLANCE

A Home for Teddy

Each pair gets a small toy and a set of blocks, boxes and card. Their challenge is to build a home the toy fits inside, with a roof that stays on. After ten minutes, the adult gently tests each home with a pretend breeze from a folded paper fan. Pairs talk about what held up, what fell and what they would change, then rebuild.

Learning outcomes

By the end of the session pupils can:

- build a stable structure;
- use size and position words;
- test and improve a build;
- share materials with a partner.

KEY WORDS

build · base · roof · stable · fit · test

CURRICULUM LINKS

Design and technology: structures.
Maths: shape and size. PSHE:
sharing.

1

WARM UP

Hands and ideas
ready

2

EXPLAIN

One challenge,
clear rules

3

BUILD

Try, test, rebuild

4

TEST

What happens?

5

TALK

Why did it stand or
fall?

6

TIDY

Photo, then clear
up

Materials (per pair)

- Blocks, small boxes and card per pair
- A small toy per pair
- Paper fan for testing
- Worksheets 1, 2 and 3

Before the session

- Prepare material sets.
- Choose toys.
- Make a paper fan.
- Model a simple home.

SAFETY

Build on the floor or low tables. Keep builds
away from faces.

ACTIVITY 01 · SESSION PLAN

Step by step

A collapse is information; ask what made it fall rather than rescuing it.

Time	What happens	Say or ask
0–3 min Warm up	Stack three blocks as high as you can.	<i>“What makes it wobble?”</i>
3–5 min Explain	Home rules and test.	<i>“How will you keep the roof on?”</i>
5–16 min Build	Build, test, rebuild.	<i>“What will you change?”</i>
16–20 min Talk	Share homes.	<i>“What held it up?”</i>

CHALLENGE CARD (print or copy onto the board)

Build a home your toy fits in, with a roof that stays on during the test.

ACTIVITY 01 · FACILITATOR NOTES

The building game know-how in brief

Stacking and balancing teach ideas about shape, size and stability.

Asking what made it fall is more useful than rescuing a build.

Common ideas to listen for

- “Taller is always better.” It must be stable.
- “If it falls, we failed.” Falls teach us.
- “One person should build.” Share the job.

Adapting the activity

Support

Use large blocks and a flat card roof.

Stretch

The home must have a door that opens.

WORKSHEET 1

My plan

Name: _____

Class: _____ Date: _____

Draw your toy’s home.

Plan

WORKSHEET 2

Test results

Tick what happened.

Test

Test	Stayed up?	What we changed
1		
2		

WORKSHEET 3

Reflection

Draw or write.

Our home stayed up because...

FOR THE TEACHER

Assessment checklist

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

Pupil	Builds a stable structure	Uses position words	Improves after testing

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

ABOUT THIS ACTIVITY

A Home for Teddy is a sample activity from the EduTrend Contents G4C Building and Construction Games 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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