

EduTrend Contents

G4C · MEMORY GAMES · HIGH SCHOOL

Memory Game Leaders

Plan, rehearse and evaluate a memory 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

Memory Game Leaders

Teams plan a 15-minute session for children aged 4 to 10 using games such as Pairs and the Tray Game. Plans keep rounds short, increase items gradually, link objects to a current topic, keep the tone light and ask children how they remembered. 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 an age-appropriate memory session;
- grade difficulty gradually;
- prompt strategy sharing;
- evaluate a plan with evidence.

KEY WORDS

lead · short rounds · strategy · light tone · rehearse · evaluate

CURRICULUM LINKS

Leadership and volunteering programmes.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**LOOK**	**RECALL**	**TALK**	**CLOSE**
Minds ready	One game, clear rules	Notice carefully	What do you remember?	How did you remember?	Calm and positive

Materials (whole class)

- Session plan template
- Card and object 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 it a challenge, not a test. Sessions with children need staff approval and supervision.

ACTIVITY 05 · SESSION PLAN

Step by step

A missed item is simply information for the next round.

Time	What happens	Say or ask
0–10 min Warm up	Recall memory games.	*"What do memory games train?"*
10–35 min Plan	Draft a 15-minute session.	*"How will difficulty build?"*
35–60 min Rehearse	Run with peers acting as children.	*"Did you ask how they remembered?"*
60–75 min Evaluate	Checklist critique and revision.	*"What will you change?"*

CHALLENGE CARD (print or copy onto the board)

Produce a light, well-graded 15-minute memory session plan and improve it after rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

The memory game know-how in brief

Memory games give working memory regular, low-pressure practice.

Asking children how they remembered builds a shared list of strategies.

Common ideas to listen for

- “Memory games are tests.” They are challenges.
- “More items is more fun.” Build gradually.
- “Leaders handle every problem.” Concerns go to supervising staff.

Adapting the activity

Support

Provide a partly completed plan.

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
Short rounds	
Gradual difficulty	
Light tone	
Strategy sharing	

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	Grades difficulty	Evaluates with evidence

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

ABOUT THIS ACTIVITY

Memory Game Leaders is a sample activity from the EduTrend Contents G4C Memory 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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