

EduTrend Contents

G4C · EDUCATIONAL GAMES · HIGH SCHOOL

Learning Game Leaders

Plan, rehearse and evaluate an educational 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

Learning Game Leaders

Teams plan a 15-minute session for children aged 4 to 10 using games such as Number Line Race and Word Chain Relay. Plans link to a skill children are learning, play a practice round before scoring, mix teams, give hesitant children a role and end with two minutes on what helped them win. Teams rehearse and critique plans. Real sessions need staff approval and supervision.

Learning outcomes

By the end of the session students can:

- plan a skill-based games session;
- run a practice round;
- include hesitant children;
- evaluate a plan with evidence.

KEY WORDS

lead · skill · practice round · mixed teams · reflect · evaluate

CURRICULUM LINKS

Maths and English. Leadership and volunteering programmes.

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)

- Session plan template
- Game kits
- 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 teams mixed and play friendly. Sessions with children need staff approval and supervision.

ACTIVITY 05 · SESSION PLAN

Step by step

The two-minute reflection is where learning becomes visible.

Time	What happens	Say or ask
0–10 min Warm up	Recall learning games.	*"Is the skill the move?"*
10–35 min Plan	Draft a 15-minute session.	*"Which skill will you practise?"*
35–60 min Rehearse	Run with peers acting as children.	*"Did you play a practice round?"*
60–75 min Evaluate	Checklist critique and revision.	*"What will you change?"*

CHALLENGE CARD (print or copy onto the board)

Produce a 15-minute skill-based games plan and improve it after rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

The learning game know-how in brief

Games work best when the target skill decides each move.

Giving hesitant children a role helps them join in.

Common ideas to listen for

- “Any game is educational.” Check the skill.
- “Scoring first is fine.” Practise first.
- “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
Skill is the move	
Practice round	
Mixed teams and roles	
Reflection time	

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 skill-based games	Includes everyone	Evaluates with evidence

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

ABOUT THIS ACTIVITY

Learning Game Leaders is a sample activity from the EduTrend Contents G4C Educational 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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