

EduTrend Contents

G4C · MEMORY GAMES · PRIMARY

The Tray Game

Study a tray of objects, cover it, remove one or two and work out what is missing

Ages 5–10	Level: Developing	10 minutes	Whole group of up to 30	Activity 02

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

ACTIVITY 02 · AT A GLANCE

The Tray Game

Show a tray of 8 to 15 small classroom objects for 30 seconds while children look silently. Cover the tray and secretly remove one or two objects. Uncover it and ask what is missing. Then ask children how they remembered: by colour, by grouping or by making up a story. Build a class list of strategies.

Learning outcomes

By the end of the session pupils can:

- observe carefully;
- recall missing items;
- use a strategy;
- explain how they remembered.

KEY WORDS

observe · recall · missing · group · story · strategy

CURRICULUM LINKS

English: vocabulary. Science: observation. PSHE: attention.

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 group)

- A tray and a cloth
- 8–15 small objects
- Worksheets 1, 2 and 3

Before the session

- Choose objects linked to a topic.
- Prepare the tray.
- Model a strategy.
- Plan a strategy list.

SAFETY

Use safe objects; keep small items away from children who mouth things.

ACTIVITY 02 · SESSION PLAN

Step by step

Link objects to the current topic so children practise new vocabulary.

Time	What happens	Say or ask
0–2 min **Warm up**	Name the objects.	*"What is this called?"*
2–3 min **Explain**	Look silently for 30 seconds.	*"How will you remember?"*
3–8 min **Play**	Rounds with removals.	*"What is missing?"*
8–10 min **Talk**	Share strategies.	*"Which strategy worked?"*

CHALLENGE CARD (print or copy onto the board)

Spot what is missing and explain the strategy that helped.

ACTIVITY 02 · FACILITATOR NOTES

The memory game know-how in brief

A child cannot recall what they never noticed, so memory games reward looking carefully.

Increasing items gradually builds confidence.

Common ideas to listen for

- “Staring harder helps.” Grouping helps more.
- “Only clever people remember.” Strategies help everyone.
- “Getting it wrong is bad.” It is information for next round.

Adapting the activity

Support

Use 6 objects and remove one.

Stretch

Use 15 objects and recall and draw the whole layout.

WORKSHEET 1

What was missing?

Name: _____ Class: _____ Date: _____

Record each round.

Rounds

Round	Missing item	How I knew
1		
2		
3		

WORKSHEET 2

Draw the tray

Draw everything you remember.

Tray

WORKSHEET 3

Reflection

Draw or write.

My best memory strategy is...

FOR THE TEACHER

Assessment checklist

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

Pupil	Observes carefully	Recalls items	Explains a strategy

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

ABOUT THIS ACTIVITY

The Tray Game is a sample activity from the EduTrend Contents G4C Memory Games programme (primary, level: developing). 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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