

EduTrend Contents

G4C · TRADITIONAL AND PLAYGROUND GAMES · MIDDLE SCHOOL

Rule Makers and Fair Deciders

Play games without an adult referee, practise fair ways to settle disputes and write a playground rule card

Ages 12–14	Level: Intermediate	45 minutes	Groups of 4–6 · up to 30	Activity 04

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

ACTIVITY 04 · AT A GLANCE

Rule Makers and Fair Deciders

Groups play two short playground games with no adult referee. When disputes arise, they try fair methods: a redo, a quick decider such as rock-paper-scissors, or agreeing a rule for next time. An observer records each dispute and how it was settled. Groups then write a playground rule card, including a "how we settle disagreements" section, for younger pupils.

Learning outcomes

By the end of the session students can:

- play without an adult referee;
- use fair methods to settle disputes;
- record and reflect on disputes;
- write rules for younger pupils.

KEY WORDS

rule · dispute · fair · redo · decider · agreement

CURRICULUM LINKS

PSHE: conflict resolution.
Citizenship: rules and fairness.
English: writing for an audience.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**ADAPT**	**TALK**	**COOL DOWN**
Get moving safely	One rule at a time	Short rounds	Easier or harder	What helped?	Calm and review

Materials (per group)

- Chalk, balls, beanbags
- Dispute log sheets
- Rule card templates
- Worksheets 1, 2 and 3

Before the session

- Choose two familiar games.
- Prepare dispute logs.
- Set up areas.
- Brief observers.

SAFETY

Keep games non-contact. Stop play if a disagreement becomes heated.

ACTIVITY 04 · SESSION PLAN

Step by step

Praise good settling as much as good playing.

Time	What happens	Say or ask
0–8 min **Brief**	Fair ways to settle disputes.	*"What is fair?"*
8–30 min **Play**	Two games with observers.	*"How did you settle it?"*
30–38 min **Review**	Dispute logs.	*"Which method worked best?"*
38–45 min **Write**	Rule card for younger pupils.	*"Would a seven-year-old understand?"*

CHALLENGE CARD (print or copy onto the board)

Run two games with no referee and settle every disagreement fairly and quickly.

ACTIVITY 04 · FACILITATOR NOTES

The game know-how in brief

Playground games give children practice in agreeing rules and settling disputes without adults, important social skills.

Simple, agreed methods such as a redo make disputes quicker to settle and keep games going.

Common ideas to listen for

- “Adults must referee.” Children can manage.
- “Arguing wins.” Fair methods win.
- “Rules never change.” Groups can agree changes.

Adapting the activity

Support

Give three dispute methods on a card.

Stretch

Add a rule for including newcomers.

WORKSHEET 1

Dispute log

Name: _____ Class: _____ Date: _____

Record each dispute.

Dispute log

Dispute	Method used	Settled fairly?

WORKSHEET 2

Methods compared

Rate each.

Methods compared

Method	Quick?	Fair?
Redo		
Quick decider		
Agree new rule		

WORKSHEET 3

Our rule card

For younger pupils.

Rules... How we settle disagreements... How we include newcomers...

FOR THE TEACHER

Assessment checklist

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

Student	Plays without referee	Settles fairly	Writes clear rules

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

ABOUT THIS ACTIVITY

Rule Makers and Fair Deciders is a sample activity from the EduTrend Contents G4C Traditional and Playground Games programme (middle school, level: intermediate). 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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