

EduTrend Contents

G4C · STRATEGY GAMES · HIGH SCHOOL

Strategy Club Leaders

Plan, rehearse and evaluate a strategy 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

Strategy Club Leaders

Teams plan a 15-minute session for children aged 4 to 10 using games such as Three in a Row Plus and Take the Last Counter. Plans have leaders think aloud about their own choices, avoid rescuing poor moves, replay key moments afterwards and rotate partners so play stays friendly. Teams rehearse and critique plans. Real sessions need staff approval and supervision.

Learning outcomes

By the end of the session students can:

- plan an age-appropriate strategy session;
- model thinking aloud;
- use replays;
- evaluate a plan with evidence.

KEY WORDS

lead · think aloud · replay · rotate · rehearse · evaluate

CURRICULUM LINKS

Maths. Leadership and volunteering programmes.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAN**	**PLAY**	**REPLAY**	**CLOSE**
Minds ready	One game, clear rules	Think ahead	Predict your opponent	What else could you try?	Shake hands

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 competition friendly; rotate partners. Sessions with children need staff approval and supervision.

ACTIVITY 05 · SESSION PLAN

Step by step

Ask stronger players to explain one idea per game rather than simply winning.

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

CHALLENGE CARD (print or copy onto the board)

Produce a friendly 15-minute strategy session plan and improve it after rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

The strategy game know-how in brief

Losing is part of the learning when children can say why.

Thinking aloud models planning and prediction.

Common ideas to listen for

- “Leaders should win to show how.” Explaining matters more.
- “Dice games teach strategy.” Decisions, not dice, should decide.
- “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
Decision-based games	
Think aloud	
Replay not rescue	
Rotating partners	

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	Models thinking	Evaluates with evidence

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

ABOUT THIS ACTIVITY

Strategy Club Leaders is a sample activity from the EduTrend Contents G4C Strategy 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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