

EduTrend Contents

G4C · CONSTRUCTIVE PLAY · PRIMARY

Challenge Card Building

Draw a challenge card, such as a bridge a toy car can cross, and build to meet it

Ages 4–8	Level: Foundation	15 minutes	Pairs or small groups · up to 30	Activity 01

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

ACTIVITY 01 · AT A GLANCE

Challenge Card Building

Groups draw a challenge card, such as “Build a bridge a toy car can cross”, “Build a tower taller than your knee” or “Build a house with a door”. They build with blocks and loose parts, then test the build against the card. The adult asks open questions such as “What would happen if you moved this block?” rather than offering solutions.

Learning outcomes

By the end of the session pupils can:

- build to a goal;
- judge size, balance and fit;
- test and adjust;
- explain what helped.

KEY WORDS

build · goal · test · balance · fit · change

CURRICULUM LINKS

Maths: shape, space and measure. Design and technology.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAN**	**BUILD**	**TALK**	**CLOSE**
Minds and hands ready	One challenge card	Think before you build	Try, test, change	What would happen if…?	Photo and tidy

Materials (per group)

- Blocks and loose parts
- Challenge cards
- A toy car for testing
- Worksheets 1, 2 and 3

Before the session

- Make challenge cards.
- Set out materials.
- Clear space.
- Model one card.

SAFETY

Keep builds low; check loose parts are safe.

ACTIVITY 01 · SESSION PLAN

Step by step

Offer enough materials so children do not have to wait.

Time	What happens	Say or ask
0–2 min **Warm up**	Stack three blocks.	*"What keeps it steady?"*
2–3 min **Explain**	Draw a card.	*"What will you build?"*
3–12 min **Build**	Build and test.	*"What would happen if…?"*
12–15 min **Talk**	Share builds; photo.	*"What helped it work?"*

CHALLENGE CARD (print or copy onto the board)

Build something that meets your challenge card and passes the test.

ACTIVITY 01 · FACILITATOR NOTES

The constructive play know-how in brief

Building develops spatial thinking such as judging size, balance and fit.

When a build fails, children have a clear reason to try again.

Common ideas to listen for

- “There is one right way.” Many builds meet a card.
- “Falling means failing.” It shows what to change.
- “The adult should fix it.” Questions help more.

Adapting the activity

Support

Use simpler cards such as “taller than your knee”.

Stretch

Add a rule, such as using only 10 blocks.

WORKSHEET 1

My challenge

Name: _____ Class: _____ Date: _____

Draw your build.

Challenge and build

WORKSHEET 2

Test

Did it pass?

Tests

Test	Passed?	What we changed
1		
2		

WORKSHEET 3

Reflection

Draw or write.

What helped our build was...

FOR THE TEACHER

Assessment checklist

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

Pupil	Builds to a goal	Tests and adjusts	Explains

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

ABOUT THIS ACTIVITY

Challenge Card Building is a sample activity from the EduTrend Contents G4C Constructive Play programme (primary, level: foundation). 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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