



EduTrend Contents

G4C · IMAGINATIVE PLAY GAMES · PRIMARY

The Magic Object

Pass an everyday object round the circle and use it as something new, saying what it is

Ages 4–9

Level: Foundation

15 minutes

Circle of 3–8

Activity 01

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

ACTIVITY 01 · AT A GLANCE

The Magic Object

Sit in a circle and pass an everyday object, such as a wooden spoon, scarf or empty box. Each child uses the object as something else, for example a spoon becomes a microphone, a toothbrush or a magic wand, and says what it is before the object moves on. The group can guess before the child says it.

Learning outcomes

By the end of the session pupils can:

- let one thing stand for another;
- speak confidently in a group;
- mime an idea;
- listen to others' ideas.

KEY WORDS

pretend · imagine · object · mime ·
become · idea

CURRICULUM LINKS

English: speaking and listening.
Drama. PSHE: confidence.

1**WARM UP**

Imaginations ready

2**EXPLAIN**

Set the scene

3**PLAY**

Pretend together

4**SHARE**

Show and tell

5**TALK**

What happened?

6**TIDY**

Clear up together

Materials (whole group)

- One everyday object such as a wooden spoon, scarf or empty box
- Worksheets 1, 2 and 3

Before the session

- Choose a safe object.
- Model two ideas.
- Agree a pass rule.
- Plan a circle.

SAFETY

Use a soft, safe object. Allow a pass.

ACTIVITY 01 · SESSION PLAN

Step by step

Adults do not need to direct the story; set up the space and step back.

Time	What happens	Say or ask
0–2 min Warm up	Pretend to hold something hot, heavy, tiny.	<i>“What are you holding?”</i>
2–3 min Explain	Model two ideas.	<i>“What else could it be?”</i>
3–12 min Play	Pass the object.	<i>“Can you guess?”</i>
12–15 min Share	Favourite ideas.	<i>“Which idea surprised you?”</i>

CHALLENGE CARD (print or copy onto the board)

Turn the object into something new and show it clearly before you say it.

ACTIVITY 01 · FACILITATOR NOTES

The pretend play know-how in brief

Symbolic thinking is the ability to let one thing stand for another.

Speaking in a circle builds confidence in front of a group.

Common ideas to listen for

- “There is one right answer.” Every idea counts.
- “I must say something no one else has.” Similar ideas are fine.
- “Pretending is only for little children.” Everyone imagines.

Adapting the activity

Support

The adult suggests two options and the child chooses one to mime.

Stretch

Each new idea must connect to the one before, creating a chain story.

WORKSHEET 1

Magic ideas

Name: _____

Class: _____ Date: _____

Draw what the object became.

Ideas

Who	It became...

WORKSHEET 2

My object

Draw your own magic object.

My object becomes...

WORKSHEET 3

Reflection

Draw or write.

The best idea I heard was...

FOR THE TEACHER

Assessment checklist

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

Pupil	Uses object symbolically	Speaks to the group	Listens to others

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

ABOUT THIS ACTIVITY

The Magic Object is a sample activity from the EduTrend Contents G4C Imaginative Play Games 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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