

EduTrend Contents

G4C · NON-VERBAL COMMUNICATION GAMES · HIGH SCHOOL

# Silent Game Leaders

## Plan, rehearse and evaluate a non-verbal 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

# Silent Game Leaders

Teams plan a 15-minute session for children aged 4 to 10 using games such as mirror pairs, Emotion Charades and Silent Line-Up. Plans include a silent stop signal, picture cards for feelings, a short talk about clues and ways to include shy children or those new to the language. Teams rehearse with peers and critique plans. Real sessions need staff approval and supervision.

## Learning outcomes

By the end of the session students can:

- plan an age-appropriate non-verbal session;
- design visual supports;
- include shy and new-language learners;
- evaluate a plan with evidence.

**KEY WORDS**

lead · signal · visual · include · rehearse · evaluate

**CURRICULUM LINKS**

PSHE. Leadership and volunteering programmes.

| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|
| **WARM UP** | **EXPLAIN** | **PLAY** | **LOOK** | **TALK** | **CLOSE** |
| Faces and bodies ready | One game, clear rules | Show without words | Notice the clues | What told you? | Calm and positive |

## Materials (whole class)

- Session plan template
- Feeling card templates
- 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**

Offer a pass; no child has to act. Sessions with children need staff approval and supervision.

ACTIVITY 05 · SESSION PLAN

# Step by step

Non-verbal games can let new-language learners succeed alongside everyone else.

| Time | What happens | Say or ask |
|---|---|---|
| **0–10 min Warm up** | Recall non-verbal games. | *"Who might these games help most?"* |
| **10–35 min Plan** | Draft a 15-minute session. | *"What is your silent stop signal?"* |
| **35–60 min Rehearse** | Run with peers acting as children. | *"Did the clue talk work?"* |
| **60–75 min Evaluate** | Checklist critique and revision. | *"What will you change?"* |

**CHALLENGE CARD (print or copy onto the board)**

Produce a safe, inclusive 15-minute non-verbal session plan and improve it after rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

# The non-verbal game know-how in brief

Games without speaking let children who are shy or new to the language take full part.

Talking about clues afterwards turns guessing into learning.

## Common ideas to listen for

- “Silent games are easy to lead.” Clear signals are essential.
- “All children read expressions the same way.” Children differ.
- “Leaders handle every problem.” Concerns go to supervising staff.

## Adapting the activity

**Support**

Provide a partly completed plan and card templates.

**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 |
|---|---|
| Silent stop signal | |
| Visual supports | |
| Pass option | |
| Clue talk at the end | |

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 | Includes all learners | Evaluates with evidence |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
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| | | | |
| | | | |
| | | | |

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

**ABOUT THIS ACTIVITY**

Silent Game Leaders is a sample activity from the EduTrend Contents G4C Non-Verbal Communication 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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