

EduTrend Contents

G4C · SOCIAL SKILLS AND FRIENDSHIP GAMES · MIDDLE SCHOOL

Mixed Team Mission

Solve a cooperative challenge in randomly mixed teams where every role is needed

Ages 12–14	Level: Intermediate	45 minutes	Mixed teams of 4 · 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

Mixed Team Mission

Teams of four are mixed at random. Each member holds one clue card nobody else may read, so the team can only solve the mission by sharing every clue aloud. Roles rotate between rounds: speaker, checker, recorder and includer, who makes sure every voice is heard. Teams finish by reflecting on what helped everyone take part.

Learning outcomes

By the end of the session students can:

- work with new classmates;
- share information clearly;
- include every team member;
- reflect on team behaviour.

KEY WORDS

cooperate · include · role · clue · team · reflect

CURRICULUM LINKS

PSHE: relationships and teamwork.
Maths: logic puzzles.

1	2	3	4	5	6
SETTLE	**EXPLAIN**	**PLAY**	**NOTICE**	**TALK**	**CLOSE**
Calm start	One game, clear rules	Practise the skill	Name good moments	What helped?	Kind and positive

Materials (whole class)

- Mission sheets and clue cards (one clue per member)
- Role cards
- Timer
- Worksheets 1, 2 and 3

Before the session

- Prepare mission sets.
- Plan random mixing method.
- Print role cards.
- Test a mission yourself.

SAFETY

Use random mixing and fixed roles so no one is left out. Watch for quieter students and support the includer role.

ACTIVITY 04 · SESSION PLAN

Step by step

The includer role makes inclusion a visible skill, not a hope.

Time	What happens	Say or ask
0–5 min **Settle**	Random team draw.	*"Who have you not worked with before?"*
5–10 min **Explain**	Rules, clue secrecy and roles.	*"What does the includer do?"*
10–35 min **Play**	Two missions, roles rotate.	*"Has every clue been heard?"*
35–45 min **Close**	Team reflection.	*"What helped everyone join in?"*

CHALLENGE CARD (print or copy onto the board)

Solve the mission as a team, making sure every member's clue and voice is heard.

ACTIVITY 04 · FACILITATOR NOTES

The friendship game know-how in brief

Tasks where everyone holds essential information encourage all members to take part.

Random mixing helps students build connections beyond their usual friendship groups.

Common ideas to listen for

- “The fastest person should do it all.” Everyone’s clue is needed.
- “Including people slows us down.” Missing a clue costs more.
- “You can only work well with friends.” New teams can work well too.

Adapting the activity

Support

Give sentence frames for sharing clues and a checklist for the includer.

Stretch

Add a silent round where teams share clues only in writing.

WORKSHEET 1

Clue log

Name: _____ Class: _____ Date: _____

Record each clue as it is shared.

Clues

Member	Clue shared

WORKSHEET 2

Role check

Rate how each role went.

Roles

Role	Who	How it went
Speaker		
Checker		
Recorder		
Includer		

WORKSHEET 3

Team reflection

Reflect.

Something that helped everyone join in was...

FOR THE TEACHER

Assessment checklist

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

Student	Shares information	Includes others	Reflects on teamwork

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

ABOUT THIS ACTIVITY

Mixed Team Mission is a sample activity from the EduTrend Contents G4C Social Skills and Friendship 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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