

EduTrend Contents

G4C · GROUP COMMUNICATION GAMES · PRIMARY

Group Story Map

Agree a route to treasure with three places, explaining each idea before drawing it

Ages 5–9	Level: Foundation	20 minutes	Groups of 4–6 · 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

Group Story Map

Each group must agree on a route from home to a treasure, with three places on the way. Each child draws one place, but only after explaining it to the group and getting a nod of agreement. The reporter then explains the whole map to another group, who must retell the route back correctly.

Learning outcomes

By the end of the session pupils can:

- explain an idea to a group;
- agree before acting;
- summarise a plan;
- retell another group's plan.

KEY WORDS

agree · explain · nod · route · reporter · retell

CURRICULUM LINKS

English: spoken language.
Geography: maps and routes.
PSHE: teamwork.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**CHECK**	**TALK**	**CLOSE**
Voices ready	One game, clear roles	Share and plan	Does everyone know the plan?	What helped?	Calm and positive

Materials (per group)

- One large sheet of paper per group
- Pens
- Worksheets 1, 2 and 3

Before the session

- Prepare paper and pens.
- Plan groups of four to six.
- Choose reporters.
- Model explaining and nodding.

SAFETY

Keep groups small so every voice is heard.
Rotate the reporter role.

ACTIVITY 01 · SESSION PLAN

Step by step

Afterwards, ask the group what helped and what got in the way.

Time	What happens	Say or ask
0–3 min **Warm up**	Agree a group name.	*"How did you agree?"*
3–5 min **Explain**	Rules and nod.	*"What must you do before drawing?"*
5–16 min **Play**	Agree and draw the map.	*"Did everyone nod?"*
16–20 min **Close**	Reporters explain; others retell.	*"Did they get the route right?"*

CHALLENGE CARD (print or copy onto the board)

Explain your place to the group and get agreement before you draw it.

ACTIVITY 01 · FACILITATOR NOTES

The team talk know-how in brief

In a group that communicates well, ideas are summarised before a decision.

Retelling another group's route checks that the plan was explained clearly.

Common ideas to listen for

- "The loudest idea wins." The group agrees together.
- "Nodding means I have to like it." It means I understand and accept.
- "The reporter does all the work." Everyone explains.

Adapting the activity

Support

An adult gives the three places and children only agree the order.

Stretch

One member secretly holds a rule, such as the route must cross water, and must share it.

WORKSHEET 1

Our map plan

Name: _____ Class: _____ Date: _____

Plan three places.

Places

Place	Who explained it	Agreed?
1		
2		
3		

WORKSHEET 2

Retell

Retell another group's route.

Their route

First	Next	Last

WORKSHEET 3

Reflection

Draw or write.

Our group worked well when...

FOR THE TEACHER

Assessment checklist

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

Pupil	Explains ideas	Agrees before acting	Summarises the plan

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

ABOUT THIS ACTIVITY

Group Story Map is a sample activity from the EduTrend Contents G4C Group Communication 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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