

EduTrend Contents

G4C · ROLE-PLAYING AND DRAMA GAMES · HIGH SCHOOL

Drama Game Leaders

Plan, rehearse and evaluate a drama 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

Drama Game Leaders

Teams plan a 15-minute session for children aged 4 to 10 using games such as Freeze Frame and The Shop. Each plan has clear start and stop signals, invented scenes, non-speaking roles for reluctant children and a short talk about characters' feelings. Teams rehearse with peers acting as children and critique plans with a checklist. Real sessions need staff approval and supervision.

Learning outcomes

By the end of the session students can:

- plan an age-appropriate drama session;
- manage energy with clear signals;
- include reluctant performers;
- evaluate a plan with evidence.

KEY WORDS

lead · signal · role · include · rehearse · evaluate

CURRICULUM LINKS

Drama. Leadership and volunteering programmes.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**LISTEN**	**TALK**	**CLOSE**
Voices and bodies ready	One game, clear rules	Invented roles	Everyone heard	What worked?	Calm and positive

Materials (whole class)

- Session plan template
- Sample scene and problem cards
- 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

Scenes are invented; no mocking accents or disabilities. Sessions with children need staff approval and supervision.

ACTIVITY 05 · SESSION PLAN

Step by step

A peer rehearsal shows timing and clarity problems early.

Time	What happens	Say or ask
0–10 min Warm up	Recall drama games for ages 4–10.	*"What makes drama feel safe?"*
10–35 min Plan	Draft a 15-minute session.	*"What roles are there for quieter children?"*
35–60 min Rehearse	Run with peers acting as children.	*"Were the signals clear?"*
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 drama session plan and improve it after rehearsal.

ACTIVITY 05 · FACILITATOR NOTES

The drama game know-how in brief

Clear start and stop signals keep drama energy manageable for young children.

Behind-the-scenes roles such as director or sound effects let every child take part.

Common ideas to listen for

- “Young children will just perform.” Many need a way in.
- “Real events make good scenes.” Always use invented scenes.
- “Leaders handle every problem.” Concerns go to supervising staff.

Adapting the activity

Support

Provide a partly completed plan and a bank of scene ideas.

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
Clear signals	
Invented scenes	
Non-speaking roles	
Feelings 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 players	Evaluates with evidence

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

ABOUT THIS ACTIVITY

Drama Game Leaders is a sample activity from the EduTrend Contents G4C Role-Playing and Drama 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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