

EduTrend Contents

G4C · STRATEGY GAMES · MIDDLE SCHOOL

Think Ahead Tournament

Play four in a row on a paper grid, predicting your opponent's next move aloud and analysing a replay

Ages 12–14	Level: Intermediate	45 minutes	Pairs and swaps · 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

Think Ahead Tournament

Pairs play four in a row on a large paper grid. Before each move, the player says aloud where they expect their opponent to move next. After two games, pairs replay one key moment and discuss alternatives, then swap partners and share one tip that worked. The class builds a list of strategy principles.

Learning outcomes

By the end of the session students can:

- plan several moves ahead;
- predict an opponent;
- analyse a replay;
- share strategy principles.

KEY WORDS

predict · plan ahead · threat · replay · principle · flexible

CURRICULUM LINKS

Maths: reasoning. PSHE: sportsmanship.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAN**	**PLAY**	**REPLAY**	**CLOSE**
Minds ready	One game, clear rules	Think ahead	Predict your opponent	What else could you try?	Shake hands

Materials (per pair)

- Large paper grids
- Two colours of pen
- Worksheets 1, 2 and 3

Before the session

- Print grids.
- Model predicting aloud.
- Plan swaps.
- Prepare a principles chart.

SAFETY

Rotate partners so the same students do not always win.

ACTIVITY 04 · SESSION PLAN

Step by step

Replaying a moment teaches more than rescuing a poor move.

Time	What happens	Say or ask
0–5 min **Warm up**	Spot threats on a sample grid.	*"Where must you block?"*
5–10 min **Explain**	Predict aloud before moving.	*"Why predict?"*
10–35 min **Play**	Games, replay, swap.	*"What else could you try?"*
35–45 min **Share**	Build principles list.	*"Which principle helped most?"*

CHALLENGE CARD (print or copy onto the board)

Predict your opponent's move accurately at least three times and explain one principle.

ACTIVITY 04 · FACILITATOR NOTES

The strategy game know-how in brief

Prediction and flexibility are the same skills used in multi-step problem-solving.

Pairing and rotating partners keeps games friendly and fair.

Common ideas to listen for

- “Good players never lose.” Everyone loses sometimes.
- “Predicting slows you down.” It improves decisions.
- “Winning is the only goal.” Learning is the goal.

Adapting the activity

Support

Use a smaller grid and three in a row.

Stretch

Plan two moves ahead and write them down before playing.

WORKSHEET 1

Prediction log

Name: _____ Class: _____ Date: _____

Record predictions.

Predictions

Move	I predicted	They played
1		
2		
3		
4		

WORKSHEET 2

Replay

Analyse a key moment.

Replay

Move played	Alternative	Result

WORKSHEET 3

Principles

Reflect.

A strategy principle I learned is...

FOR THE TEACHER

Assessment checklist

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

Student	Predicts moves	Analyses replays	States principles

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

ABOUT THIS ACTIVITY

Think Ahead Tournament is a sample activity from the EduTrend Contents G4C Strategy 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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