

EduTrend Contents

G4C · STRATEGY GAMES · PRIMARY

Three in a Row Plus

Play three in a row on a bigger grid and learn to block as well as build

Ages 4–8	Level: Foundation	15 minutes	Pairs · 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

Three in a Row Plus

Pairs play on a 5-by-5 paper grid, taking turns to draw their mark. The first to get three in a row, across, down or diagonally, wins. Children learn to block as well as build. After each game, pairs replay one important moment together and ask, “What else could you have tried?”

Learning outcomes

By the end of the session pupils can:

- plan a line of three;
- block an opponent;
- take turns fairly;
- learn from a replay.

KEY WORDS

plan · block · build · turn · predict · replay

CURRICULUM LINKS

Maths: position and reasoning.
PSHE: fair play.

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)

- 5-by-5 paper grids
- Two colours of pencil
- Worksheets 1, 2 and 3

Before the session

- Print grids.
- Model blocking.
- Agree kind winning and losing.
- Plan pairs.

SAFETY

Keep it friendly; shake hands and name one good move.

ACTIVITY 01 · SESSION PLAN

Step by step

Avoid rescuing a child from a poor move; replay it together afterwards.

Time	What happens	Say or ask
0–2 min **Warm up**	Spot lines of three on a grid.	*"Where is a line?"*
2–4 min **Explain**	Rules and blocking.	*"How can you stop me?"*
4–12 min **Play**	Several games, swap partners.	*"What will your partner do next?"*
12–15 min **Replay**	Replay one moment.	*"What else could you try?"*

CHALLENGE CARD (print or copy onto the board)

Win by building while blocking, and explain one move you would change.

ACTIVITY 01 · FACILITATOR NOTES

The strategy game know-how in brief

Strategy games practise planning, prediction and flexibility.

A child who can say why they lost has learned more than one who won by accident.

Common ideas to listen for

- “Only attacking wins.” Blocking matters.
- “Losing means I’m bad at it.” Losing teaches.
- “First player always wins.” Test it and see.

Adapting the activity

Support

Use a 3-by-3 grid first.

Stretch

Say aloud which square your opponent will choose before each move.

WORKSHEET 1

Game grids

Name: _____ Class: _____ Date: _____

Play and record.

Game grid

WORKSHEET 2

Replay

Record a moment to change.

Replay

Move I made	Better move	Why

WORKSHEET 3

Reflection

Draw or write.

A good move I made was...

FOR THE TEACHER

Assessment checklist

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

Pupil	Plans a line	Blocks	Learns from replay

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

ABOUT THIS ACTIVITY

Three in a Row Plus is a sample activity from the EduTrend Contents G4C Strategy 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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