

# Learn to Play, Play to Learn ... ...it's the name of the game!



## JUNIOR GENIUS



### Key Stage 2 to Key Stage 3 Development

Our Junior Genius day provides table top games and group challenges and tasks to challenge young minds. We use games to educate, excite and enthuse children in to learning. The games we use help the children to laugh, think, compete, consider, express, concentrate and much more.

*"IG has an excellent way of working with the children, making sure they are all involved, even those which are initially reluctant."* —

Teaching staff, Greenfield Primary School Barnsley

*"Even the children with poor behaviour are engaged in all activities as they don't believe they are working."* —

Teaching staff, Greenfield Primary School Barnsley

Our activities concentrate on the development and application of core skills, particularly for this age range we are focusing on:



**PROBLEM SOLVING**



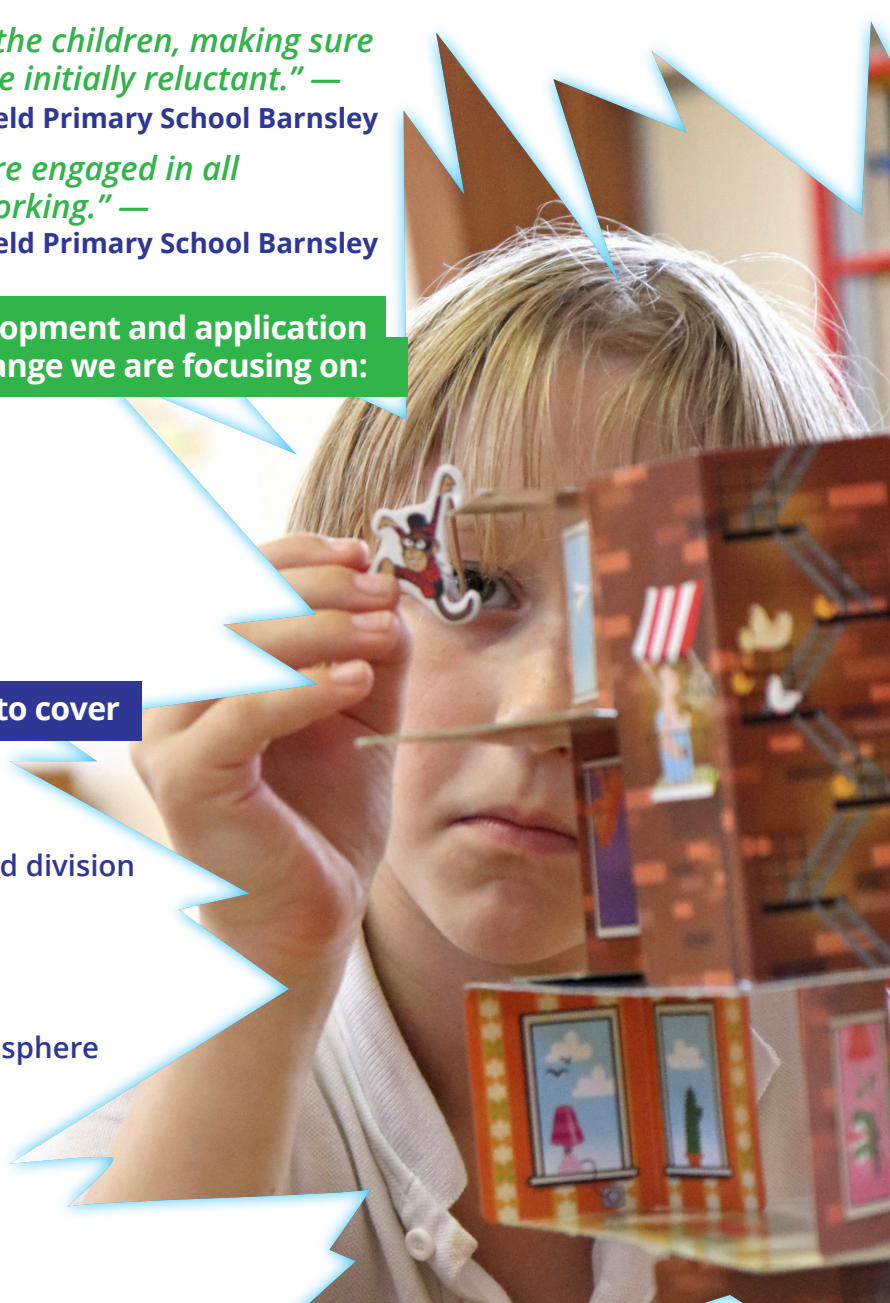
**CRITICAL THINKING**



**STRATEGIC THINKING**

We tailor our Junior Genius games day to cover a host of curriculum areas including:

- Place value and number
- Addition, subtraction, multiplication and division
- Fractions
- Ratio and proportion
- Algebra
- Narrative: setting, characters and atmosphere
- Clause structures
- Cohesion devices
- Verb tenses
- Independent research and planning



## How it works...

The Junior Genius day is a structured day following your timetable, seamlessly fitting in with your school day. We will work with up to 16 students at a time and the sessions will follow a format that should be familiar to the students using:

**A STARTER TASK** A short engaging icebreaker, to relax the children into the setting, to familiarise them with the Imagination Gaming team and to familiarise them with each other, setting a relaxed and fun tone for the rest of the day.

**A MAIN TASK** The group will be broken down in to smaller teams. We will show each team how to play a different game. The groups will rotate, using their communication skills to teach each other how to play their games. Over the course of the day the teams will develop their understanding of and confidence both in the games and of each other. Applying and building key skills, techniques and tactics with one another as the complexity and difficulty of the games progressively increase.



**A PLENARY TASK** Giving the students the opportunity to reflect on what they have learned and what outcomes they have achieved over the course of the day. Getting them to think about how gaming has affected their understanding of particular curriculum areas, and their understanding of themselves and each other.

## The results...

After each session you will receive a compilation of feedback from children, staff and parents. The feedback will provide an insight into how effective everybody has found the day, offering a different perspective on learning styles and approaches. You can use this information to...

- **Build on our work within the classroom**
- **Look at incorporating us into further development through additional Imagination Gaming curriculum days**
- **Present the findings to other schools within your cluster**

### Our range of services:



**MATHS DAYS**



**LITERACY DAYS**



**CURRICULUM DAYS**



**GAMES DAYS**



**HOLIDAY & TRADITIONAL ACTIVITIES**



**SCHOOL TOURNAMENTS**



**WORKSHOPS**



**GAMES DAY PROGRAMME**



**EVENT SUPPORT**



**BESPOKE SERVICES**



**LIBRARY EVENTS**

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