

Foundation to KS 1 Development

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

Mindful Minions

Foundation stage children are full of imagination, inquisitiveness, and energy. It is a crucial time to shape their learning and equip them with fundamental values and life skills.

Our Mindful Minions day provides table top games to challenge young minds. We use games to educate, excite and enthuse children into learning — helping the children to laugh, think, compete, consider, express, concentrate and much more.

"The games have taught children to take turns and accept when things don't go their way..."

Imagination Gaming by **Robert Barker**, Teacher, Stocksbridge Nursery Infant School

"... great games both for fun and to help develop skills in the EYFS."

Sarah Lewis, Deputy Manager, Happy Days Childcare

Our activities concentrate on the development and application of core skills, focusing on:



Cognitive development



Social and emotional development



Motor skills



Perspective and World Knowledge



Language & Literacy

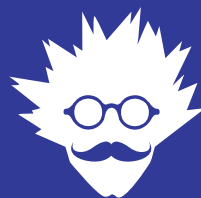
We tailor the Mindful Minions games day to cover a host of curriculum areas including:

- COMMUNICATION AND LANGUAGE**
listening and attention, understanding, speaking
- PHYSICAL DEVELOPMENT**
moving and handling, health, and social care
- MATHEMATICS**
numbers, shape, space, and measures
- UNDERSTANDING THE WORLD**
people and communities, the world, technology
- EXPRESSIVE ARTS AND DESIGN**
exploring and using media and materials, being imaginative
- PERSONAL, SOCIAL, AND EMOTIONAL DEVELOPMENT**
self-confidence, self-awareness, managing feelings and behaviour, making relationships





IMAGINATION GAMING



*"development of many other skills
such as communication and team work
whilst having lots of fun."*

Sophie Rawding, Year 1 Teacher, Royd Nursery Infant School

How it works...

The 'Mindful Minions' day is a relaxed day of learning through play. It will be structured to follow your timetable, seamlessly fitting in with your school day so as not to disrupt the children's routine. The sessions will follow a format that should be familiar to the children, using:

THE FIRST TASK Usually splitting the class into smaller teams, say groups of 4-6, and setting each team off with a different simple, short game to provide an engaging icebreaker. This aims to relax the children, to familiarise them with the Imagination Gaming team and each other, and setting an exciting, fun tone for the rest of the day.

A MAIN TASK We will continue to play within groups but introduce games that will have more of a learning nature to them, yet still fun focused. These may be curriculum-linked topics or problem solving in nature. This allows for a more intense, focused learning experience encouraging discussion, turn-taking, and patience. Unless otherwise requested, this will last no longer than a typical lesson. We know that long sessions will not work for children of this age — they need breaks for their minds to relax and re-focus. If needs be, we will continue after the children have had their scheduled break.

A PLENARY TASK Although we will encourage discussion and questions throughout the session we will give the children 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. Of course, based around their age we will ask how they feel, favourite parts of the games, what animals were in the games etc.

The results...

After each session we will take time to talk with staff involved and welcome their feedback. This time is especially useful and provides insight into what the children have learnt. It highlights areas of the curriculum that children have developed and identifies problem-solving skills used.

The activity days offer a different perspective on learning styles and we aim to share this innovative approach to inspire the teachers we work with.

You can use this information to...

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

Want to know more?
www.imaginationgaming.co.uk



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