



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

Puzzle Police

As children leave KS1 and enter KS2 they are full of imagination, inquisitiveness and energy and are looking for more of a challenge. It is a crucial time to shape their learning and equip them with fundamental values and life skills as well as the social skills that will be so vital going forward.

Our Puzzle Police 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 day was full of fun from start to finish... 100% recommend!"

Kate Curry, Y4 teacher, Langold Dyscarr Community School

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



Maths & Science Education

We tailor the Puzzle Police 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

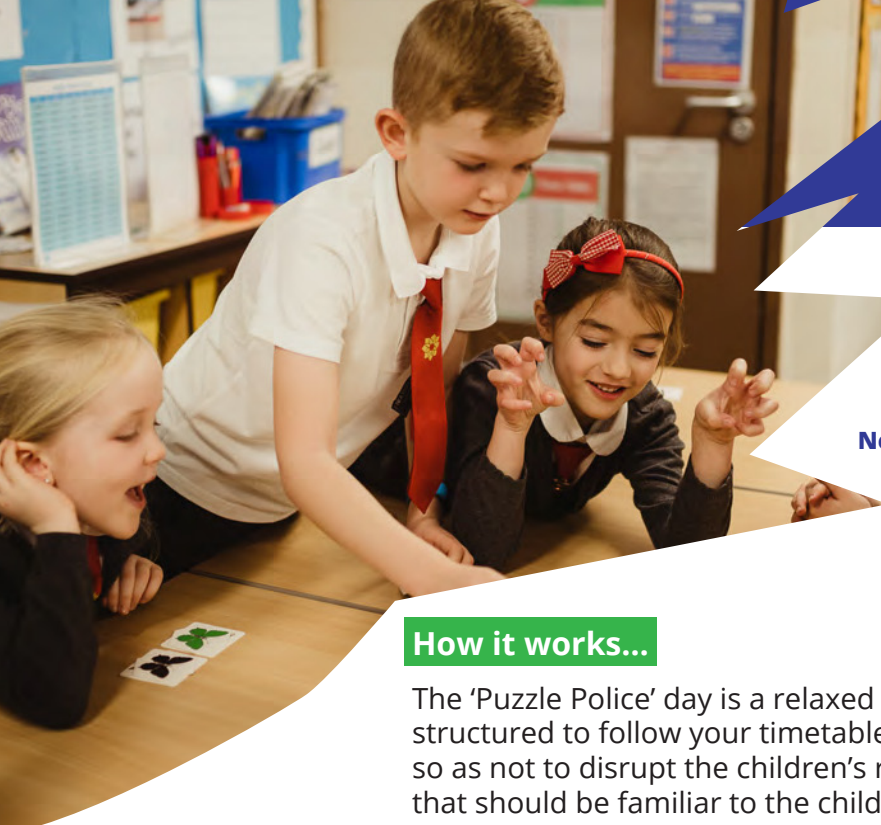
EXPRESSIVE ARTS AND DESIGN

exploring and using media and materials, being imaginative

PERSONAL, SOCIAL, AND EMOTIONAL DEVELOPMENT

self-confidence, self-awareness, managing feelings and behaviour, making relationships





"A extremely fun way to engage children in learning."

Neil Harris, Headteacher, St. Mary's Catholic Primary School

"...encouraging a positive mindset to help their self esteem and confidence"

Tamara Gulliver, Headteacher, The Mill Academy

How it works...

The 'Puzzle Police' 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 We will begin the session by splitting the class into smaller teams, groups of 4-6, 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. These games will be cooperative in nature, emphasising teamwork and working together to beat the game!

A MAIN TASK We will continue to play within groups but introduce games that will have more of a learning and competitive nature, yet still focused on fun. 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, what did they enjoy about the games, what do they think they learned and what skills did they have to use 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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