



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



YOUNG EINSTEINS



Foundation to Key Stage 1 Development

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

Our Young Einsteins day provides table top games to challenge young minds. We use games to educate, excite and enthuse children in to learning - helping the children to laugh, think, compete, consider, express, concentrate and much more.

"Imagination Gaming has helped our children to enjoy social interaction through plan and problem solving. It has been highly beneficial for our children, both academically, socially and emotionally."

Teaching staff, The Mill Academy Barnsley.

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



COGNITIVE DEVELOPMENT



SOCIAL AND EMOTIONAL DEVELOPMENT



MOTOR SKILLS

We tailor the Young Einsteins 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

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT -

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

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



How it works...

The Young Einstein 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:

A STARTER TASK Splitting the class into smaller teams 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 The class will be split into two groups who will each be taught to play a curriculum-linked topic. 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 won't work for children of this age - they need breaks for their minds to relax and re-focus.



A PLENARY TASK Giving 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.

The results...

After each session you will receive a compilation of feedback from children, staff and parents. This 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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www.imaginationgaming.co.uk