



iMAGINATION
GAMING



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



BRIGHT SPARK



Key Stage 2 Development

Our Bright Sparks day consists of table top games, group challenges and exercises to support children's budding brains throughout Key Stage 2. We use these games to apply learned skills to solving problems in a fun and friendly environment. Our mission is to bring laughter, encourage competition and bring joy to both children and teachers.

"A fantastic service with a wide range of games to enhance learning of different subjects. The games promote and encourage skills and traits, turn taking and sharing, as well as being competitive in the correct manner."

Teaching staff, Springvale Primary School, Barnsley

"Having learning presented to the children in such an engaging and exciting format allows children who normally wouldn't, to be excited about learning."

Teaching staff, Springvale Primary School, Barnsley

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



PROBLEM SOLVING



STRATEGIC THINKING



CRITICAL THINKING

We tailor our Bright Sparks games day to cover a host of curriculum areas including:

- Place value and number
- Addition, subtraction, multiplication and division
- Algebra
- Ratio and proportion
- Fractions
- Composition
- Handwriting
- Comprehension
- Grammar and Punctuation
- Speaking and Listening



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How it works...

The Bright Sparks day is an energetic day, following the structure of your regular school timetable, avoiding any disruption. Sessions will follow a format that should be familiar to the children using:

STARTER TASK

A fast-paced bit of fun, using a variety of games to build a buzz of excitement in the room. The collection of quick games will engage core skills including teamwork and cooperation. This icebreaker will allow the group to establish a dynamic that works for them and set a relaxed mindset, ready for a day of fun and learning.

MAIN TASK

We will split the class into teams. Each team will be guided through a different curriculum based game. Children will rotate, and be tasked with teaching each other how to play, whilst developing the art of turn taking, winning and losing. The games can be diversified to enable higher ability children to cover more Maths and English skills. This will last no longer than a typical lesson, and it will aim to progressively challenge the children as time goes on.



PLENARY TASK

A closing quiz-like discussion to reflect on what they enjoyed, what they found more challenging, and what areas of the curriculum it's helped them to understand better. We will help them to look at the soft skills they have learned and how they can use them to do things differently not only when playing games but also in the classroom.

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



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www.imaginationgaming.co.uk

 interest@imaginationgaming.co.uk  [imaginationgaming](https://www.facebook.com/imaginationgaming)  193 Park Road, Barnsley, South Yorkshire S70 1QW.

Owner: Nigel Scarfe

  [imagigaming](https://www.instagram.com/imagigaming)

 [imagination-gaming](https://www.linkedin.com/company/imagination-gaming)

 **07943 682456**