



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

Brain Busters

As children enter upper KS2 they are not only full of imagination, inquisitiveness and energy but are looking for more of a challenge and for problems to solve. 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 and this day does just that!

Our Brain Busters day provides a range of solo and team challenge table top games to challenge and push 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 children learn well and think hard...all with smiles and 100% engagement! Recommended without reservation."

Andrew Ralph, Headteacher, Greenfield Primary

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 Brain Buster 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

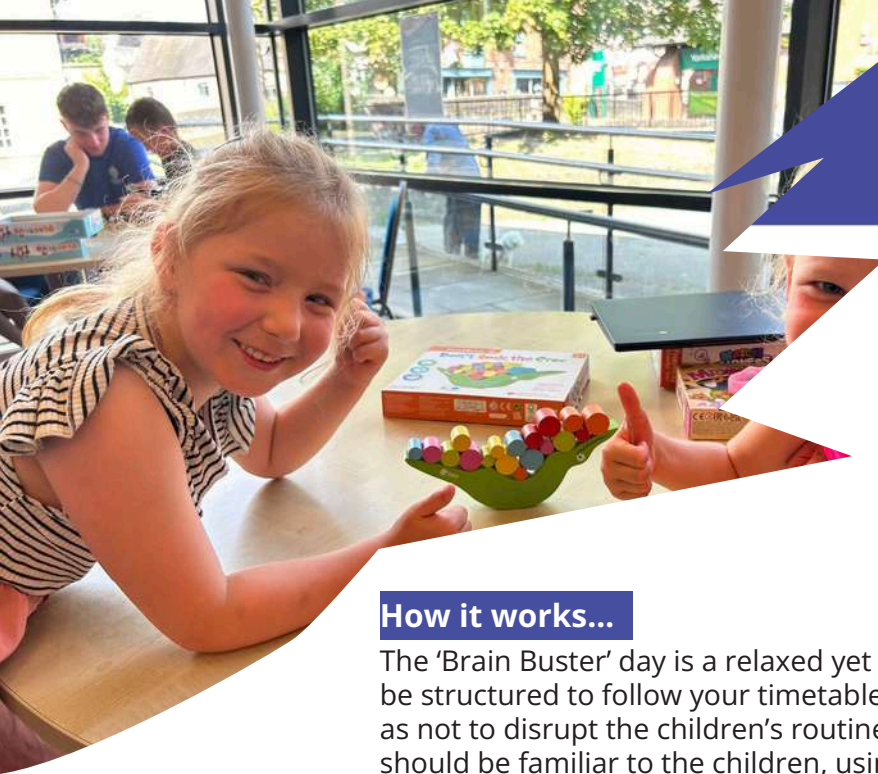
EXPRESSIVE ARTS AND DESIGN

exploring and using media and materials, being imaginative

PERSONAL, SOCIAL, AND EMOTIONAL DEVELOPMENT

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





"I have seen a remarkable change in our young children's ability to take turns, share fairly and work as a team. It has really tested their resilience and has challenged them to communicate in different ways"

Tamara Gulliver, Headteacher, The Mill Academy

"What a wonderful way to engage children with Mathematics!"

Shona Wolfenden, Deputy Head, Bookwell Primary

How it works...

The 'Brain Buster' day is a relaxed yet focused 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, table 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. These games will be cooperative in nature, emphasising the team work and working together to beat the game!

A MAIN TASK We will continue to play but will now ask children, as we switch games between the tables, to teach the next group. They have to explain how the game works and the rules involved. Explaining the rules of a game is always a tricky task but one they will enjoy and find empowering. This allows for a more intense, focused learning experience encouraging discussion, turn-taking and patience. This will encourage consideration of what they have done and how best to impart what they themselves have been learning.

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. We will ask how they feel, what did they enjoy about the games, what do they think they learned and what skills they had to use? What did they find tricky, what surprised them about their teams etc, discussing as a class how the games made them think...

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?

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