

Learn to Play, Play to Learn

Welcome to IMAGINATION GAMING in SECONDARY SCHOOLS!

Everybody loves a game of some sort, and the "right games" used cleverly, can **engage**, **enthuse** and **educate anyone**. Since 2007, Imagination Gaming have made learning through play simple, beneficial and most crucially, sustainable.

Transition to KS3 & KS4

With face-to-face, table-top games that require "streetwise-strategy", while supporting and developing key curriculum and social skills, we can quickly engage young people with their peers, staff, and the classroom in a challenging and fun way.

Imagination Gaming use traditional non-screen activities and games to compliment and diversify your curriculum whilst focusing on the Social Emotional and Mental Health (SEMH) needs of students to help develop resilience, confidence, improve social skills and increase independent thinking.





Today, outside influences and the social hurdles of adolescence mean the modern secondary classroom needs to understand and accommodate children with a complex and diverse range of attitudes and application, our experience can help with this. Whether we see you once a week, term, or year, we can help get your pupils into winning ways!

Games Day Programme provide regular days to engage students and staff alike, and develop a

fresh approach to the classroom, and embed new ideas and solutions throughout the school. Sessions will fit your timetable and can include breakfast, lunch and after-school clubs too. Days can easily be tailored to your key areas and objective and would typically involve a mix of the following...

Transition / Catch Up Groups With cooperative games and a curriculum focus we enable children to bridge the gap between primary and secondary and allow pupils to shine and excel whilst developing the social aspects of a new school life.

confidence and desire to further their education.



Nurture Groups In secondary schools we commonly work with smaller intervention groups, often with a SEN / SEMH focus, supporting students to develop and demonstrate their skills and gain the

...the children were so engaged in the games taking place and there seemed to be a really purposeful and competitive atmosphere..." Mr. Gates, Assistant Principal, Kirkbalk High School

Exclusion / Inclusion Focus Imagination Gamings' success in PRU's, YOI's and similar institutions affords us experience with students struggling to engage and unlikely to conform to traditional class-based learning. We provide much needed activities to counter disillusionment and support

Full classes Building on the smaller interventions, we can work with the school to identify larger groups and classes we can provide games sessions with, to further encourage regular positive cooperative and competitive social experiences. These can help break down social barriers, open minds, cement positive friendships and provide a positive environment for teacher-student relationships to prosper.

Our Mission!

At Imagination Gaming we aim to engage, excite and educate all ages, abilities and attitudes that we interact with, helping schools to inspire and children to learn in a fun, creative and accessible way that makes a real difference to all.

Our range of services:



MATHS DAYS



LITERACY DAYS



CURRICULUM DAYS



GAMES DAYS



HOLIDAY & TRADITIONAL



SCHOOL TOURNAMENTS



WORKSHOPS



GAMES DAY PROGRAMME



EVENT SUPPORT



BESPOKE SERVICES



LIBRARY EVENTS

Your move!

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