

Whose Rules?

- 1. Ask your pupils to share different rules they know from different games they play — these could be a mixture of board games and playground games.** *Eg. climb up all the ladders, don't walk on the cracks, pick up an action card when you land on a blue square. Reflect on the games to discuss how rules work — who makes them, why are they important? What happens if we don't have rules?*
- 2. Ask your pupils to work in small groups, mixing up the rules to create some new games. Encourage them to devise new versions of games using the mixed up rules and then take turns to share and play the games in small groups.**
- 3. Ask the groups to reflect on what worked and what they needed to adjust to make the new games work.**

Reflection: How do rules work — who makes them? Why are they important? What happens if we don't have rules? How do rules work in the world? Who decides?

Go Further: Develop the games further by designing and making playing pieces, boards or cards. Edit and write up the rules to share the games with others.

Collaborative: Cooperating appropriately

Children explore how rules might help them work together (or not!) through play.