# 🎲 Lesson 5: Learning Through Games – Move, Think, Learn!

Subject: Cross-Curricular (Math, Literacy, Science, SEL)

Grade Level: K–3

Lesson Time: 45–60 minutes

Materials Needed:

* - Open space (classroom cleared or outdoors)
* - No printed materials or equipment needed
* - Optional: Chalk or small scraps of paper for labels

## 1. Learning Objectives

* Students will reinforce subject-area skills through movement and social interaction.
* Students will practice turn-taking, communication, and flexible thinking.
* Students will experience learning through physical engagement and play.

## 2. Group Activity / Warm-Up

Activity: “Category Charades”

Teacher whispers a word to a student (e.g., animal, shape, object). Student acts it out for others to guess. Then group decides which category it belongs to (e.g., science, shapes, living things).

## 3. Circle Time Discussion: Tapping Into Prior Knowledge

Ask: “What are your favorite games to play?” “What do you learn when you play?” “Why is it important to play and move while learning?” Introduce the idea that games can help us remember, connect, and use our ideas in new ways.

## 4. Main Activity: Choose-Your-Game Stations

Rotate through these 3 low-resource learning games:

* 🟢 Game 1: “Simon Says – Academic Edition”

- “Simon says show an odd number with your fingers”
- “Simon says spell a 3-letter word with your body”
- “Simon says jump to something that rhymes with ‘hat’”

* 🔵 Game 2: “Find Five”

- “Find five things that float”
- “Find five round things”
- “Find five words starting with ‘s’”

* 🔴 Game 3: “Vocabulary Charades”

- Teacher writes or says a subject-related word (e.g., weather, insects, emotions)
- Student picks one and acts it out silently
- Classmates guess and explain the word’s meaning

## 5. Self-Assessment / Practice Through Stations

Reflection questions:
- “Which game made you think the most?”
- “Which one helped you remember something from a subject you’ve learned?”

Students rank each game on:
1. Fun level
2. Challenge level
3. Learning value

Optional: Create a student-designed game station where learners invent their own academic movement game.

## 6. Peer Engagement & Reflection

Students reflect in pairs:
- “What did you enjoy about playing?”
- “What subject did you notice came up most?”

Small groups can vote on which game should become a regular class routine.

## 7. Action Break: “Pass the Pattern”

One student claps a rhythm or shows a move. Next person copies and adds one new motion. Continue around the circle until the pattern becomes a silly, complex dance.

## 🧠 What Makes This Finnish-Inspired

* Prioritizes joy and play as a mode of learning.
* Encourages student-designed and led activities.
* Blends multiple subjects into active experiences.
* Builds community and intrinsic motivation.

## 📘 Connected CBC Competencies

* Creativity and Innovation
* Communication and Collaboration
* Self-Efficacy and Confidence
* Critical Thinking Through Play

## 💡 Real-Life Skills Developed

* Adaptability and quick thinking
* Physical coordination and communication

## 💬 SEL Connection

* Builds community through laughter and shared play
* Encourages confidence and inclusion of all learners