

Strategy Games: Look Ahead & Evaluate

Compare moves in finite strategy games by looking ahead and evaluating likely responses.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Compare moves in finite strategy games by looking ahead and evaluating likely responses.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 A strong move considers an opponent or system response.

2 Immediate gain can create a worse later position.

3 Finite games can be analysed without endless play loops.

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Build a clear model or organiser that shows: A strong move considers an opponent or system response.

Use supplied evidence to test this idea: Immediate gain can create a worse later position.

Compare two cases and explain where this principle matters: Finite games can be analysed without endless play loops.

Find one weak claim or assumption and revise it so it matches the evidence.

Write a short conclusion that states evidence, limitation and next question.

Try it beyond the page

Real-world / hands-on connection

Analyse three positions from a simple take-away or path game.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Design a small finite strategy game with clear end condition and fairness test.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. Why look ahead?

2. Is the move with the biggest immediate gain always best?

3. What should every finite game define?

Quick review

1. In one sentence, explain the big idea of “Strategy Games: Look Ahead & Evaluate”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

A move changes future options.

2. Suggested response

No.

3. Suggested response

Rules, legal moves and a clear ending.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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