



In partnership with

WORLD  
BOOK  
DAY

**This special edition of our Jigsaw Games pack aims to inspire children's love for stories and books through imaginative outdoor play. Designed specifically for secondary school pupils, the pack is part of Jigsaw Education Group's 2025 partnership with World Book Day®.**

Students may like to select books they've read (fiction or non-fiction) as sources for their fact or fiction statements.

This game could be themed around a book chosen from World Book Day's £1/€1.50 book selection.

**These games encourage students to express their thoughts about books they've read and enjoyed. The Jigsaw Games pack emphasises outdoor activities, providing opportunities for students to explore their surroundings using natural materials while engaging in fun, playful reading experiences.**

Jigsaw Games 11+

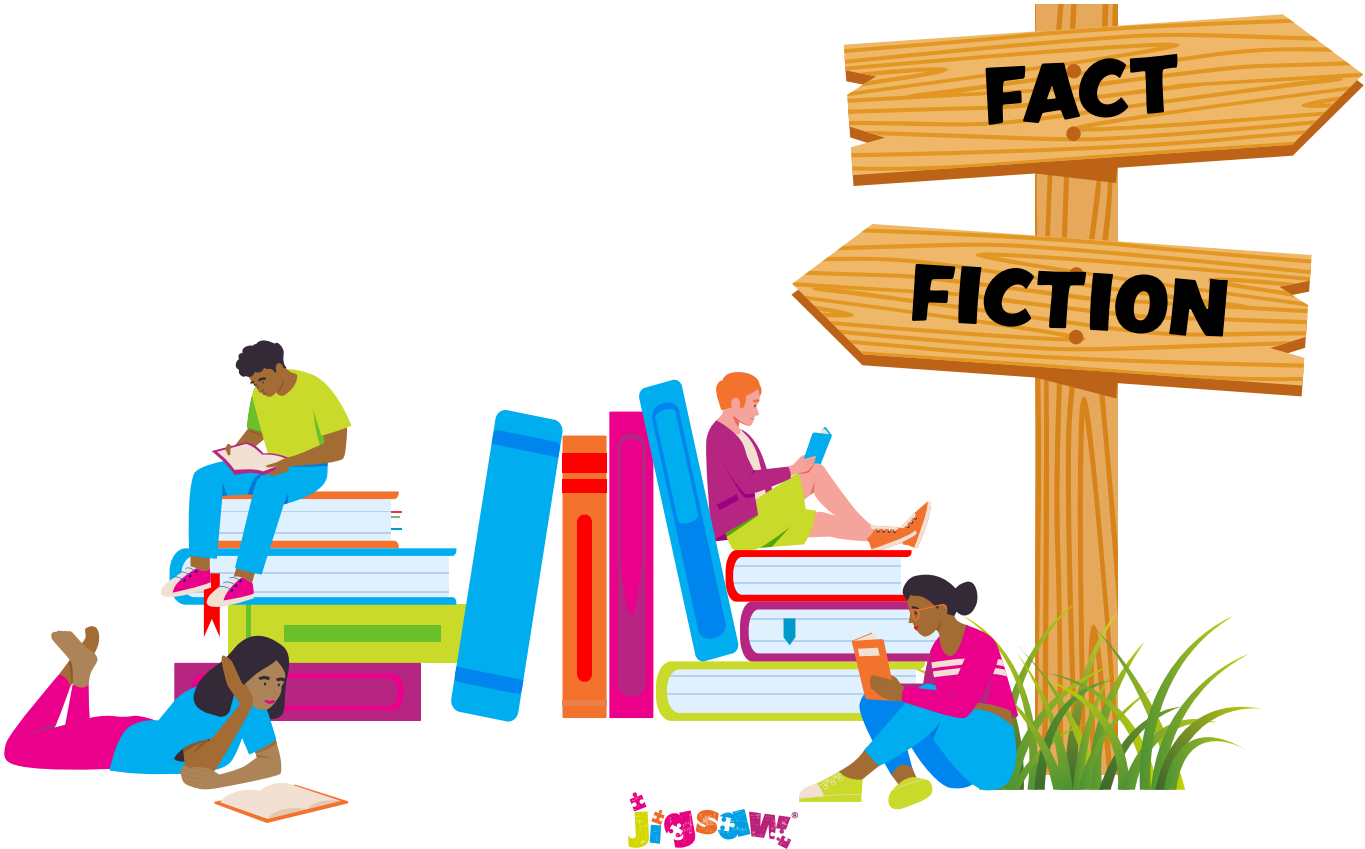
Fact or Fiction Trail Challenge

Design Your Own Reading Game Challenge



World Book Day® is a registered charity (no. 1079257) and registered company (no. 03783095) in the UK. World Book Day® and the associated logo are the registered trademarks of World Book Day® Limited.

# Fact or Fiction Trail Challenge - 11+



# Fact or Fiction Trail Challenge - 11+

Equipment	Paper and pens Optional: coloured ribbons or flags for marking trail points
Number of children	6 - 20 (divided into two teams)
Social-Emotional and Physical Benefits	Encourages peer-to-peer learning and creativity. Develops critical thinking and decision-making skills. Promotes teamwork and communication. Builds confidence in literary knowledge. Enhances appreciation for both fiction and non-fiction texts.
Set-up	Divide students into two teams. Each student creates one or two 'Fact or Fiction' statements from books they've read. They can have a mix of literary facts and general knowledge facts from non-fiction books. Teams work together to create a nature trail with decision points. At each point, teams hide a clue and create two paths: one for 'Fact' and one for 'Fiction' which should also feature a 'trap' for incorrect choices. This could be an imaginative space such as a 'muddy swamp' or a 'foggy forest'..
How to play	<ol style="list-style-type: none"><li>1. Once you have prepared with the set-up stages, teams swap trails and start at the opposite team's beginning point.</li><li>2. At each decision point, the team reads the clue and decides if it's fact or fiction.</li><li>3. They follow the corresponding path based on their decision.</li><li>4. Correct choices lead to the next clue; incorrect choices lead to a 'trap' ending the game.</li><li>5. The goal is to successfully navigate the entire trail.</li><li>6. After both teams have attempted the trails, they come together to discuss the clues and answers.</li></ol>
World Book Day® 2025 £1/£1.50 Books for Inspiration	Students may like to select books they've read (fiction or non-fiction) as sources for their fact or fiction statements. This game could be themed around a book chosen from World Book Day's £1/£1.50 book selection.
Other ideas	Create physical challenges at certain points (e.g., cross a "river" of leaves if you think it's a fact). Incorporate school features into the trail. Include sounds, textures, or smells as part of the fact/fiction challenge. At each point, teams must convince a judge of their fact/fiction choice.