



FREE PARENT GUIDE

5 questions that build your child's game IQ

The best young players aren't just quick — they're quick **thinkers**. They scan, read the picture and make the smart decision. The good news: game IQ is a skill you can train. Here are five simple questions to ask on the drive home from football — no coaching badge needed.

Keep it light and curious, not a debrief. One or two questions is plenty. You're not judging their game — you're helping them **notice** the game. Notice → understand → decide faster next time.

QUESTION 1 • SCANNING

"Before you got the ball, did you look around?"

Great players check their shoulders **before** the ball arrives so they already know their options. Ask what they saw — space, a team-mate, a defender closing in.

💡 Builds: the habit of scanning early instead of head-down.

QUESTION 2 • DECISIONS

"Was there a pass on that you didn't see?"

Not a telling-off — a wondering. Often there's a team-mate free that they missed. Talking it through helps them spot it a split-second sooner next week.

💡 Builds: awareness that there's usually more than one good option.

QUESTION 3 • THE SECOND ACTION

"After you passed it, what did you do next?"

Smart players don't stop once the ball's gone — they move, offer again, or cover. The "second action" is where game IQ really shows.

💡 Builds: thinking one move ahead, not ball-watching.

QUESTION 4 • BRAVERY & CREATIVITY

"Did you try anything clever or brave today?"

Reward the daring choice, not just the safe one. Kids who feel free to express themselves keep learning and stay confident — even when it doesn't come off.

💡 Builds: confidence to try the special play, not just the easy one.

QUESTION 5 · LEARNING

"What would you do differently next time?"

Finish on the future, not the mistake. One thing they'd change turns a match into a lesson — and puts them in charge of their own improvement.

💡 Builds: a growth mindset and self-coaching.

Want to train it every day? Baller Brain is the 10-minute-a-day game that trains exactly these decisions — real match moments, smart choices, instant "why". Ages 6–10.

Start a free session → ballerbrain.co.uk

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