

Colour Corners (Levels C-D)

PLAY

Encourage choice-making, movement, and social engagement through colour recognition.



Learning Intentions

For students to practise decision-making and following instructions.



For students to practise decision-making and following instructions.

For students to strengthen recognition of colours and matching skills.



Success Criteria

Promote safe movement in shared space.



Students can move to the correct colour corner when called.

Students can make independent choices when prompted.



the school of
PLAY

Colour Corners (Levels C-D)

Duration: 5 minutes

Objective

Encourage choice-making, movement, and social engagement through colour recognition.

Players

Whole class activity (6 or more).

Materials

- Four coloured mats/cones (red, blue, green, yellow).
- Optional: Coloured cards or visual supports.

Setup

- Place the four coloured mats/cones in each corner of the room.
- Ensure there is enough space for students to move safely between corners.

Gameplay

1. The teacher calls out or shows a colour card.
2. Students walk to the matching corner.
3. Continue several rounds, encouraging safe movement.

Debrief

Ask reflective prompts such as:

- "Which colour did you like the most?"
- "How did it feel moving with friends to the same corner?"

Variations

- **Fitness Edition:** Students hop, crawl, or jump to their colour.
- **Teamwork Edition:** Students move in pairs, linking arms as they travel to corners.

For Wheelchair Users / Accessibility

- Use hand-held coloured cards to indicate choice if moving is challenging.
- Ensure clear, wide pathways for safe movement.
- Allow seated participation by pointing to or holding up coloured cards.

Notes for Inclusion

- Allow both verbal and non-verbal responses (pointing, card selection, gestures).
- Provide extra time and repetition for students who need more processing time.
- Pair students with a peer buddy for encouragement and support.
- Emphasise fun, safety, and participation over accuracy.