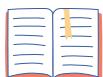


## Guess the Action – Levels C & D

PLAY

To build communication, social interaction, and performance confidence through acting and guessing everyday actions.



### Learning Intentions

Promote expressive communication and social awareness.



Encourage confidence in acting out simple actions.

Develop recognition of everyday actions through observation.



### Success Criteria

Students act out one action using gestures.

Students correctly guess at least one action from a peer.

Students show enjoyment and encouragement during turns.



# Guess the Action - Levels C & D

# PLAY

**Duration:** 5 minutes

## **Objective**

To build communication, social interaction, and performance confidence through acting and guessing everyday actions.

## **Players**

- Whole class or small groups.

## **Materials**

- Action picture cards (e.g., sleeping, brushing teeth, jumping, eating) (found in PDF resource tab).

## **Setup**

- The teacher prepares a set of simple action cards with words and/or visuals.
- Arrange students in a circle or semi-circle to watch the acting student.

## **Gameplay**

1. The teacher whispers or shows an action card to one student.
2. The student silently acts out the action.
3. The group guesses the action.
4. If the group correctly guesses the action the student who was acting needs to complete a physical movement (5 push ups, 10 star jumps or 5 squats). If the group fails to correctly guess the action they need to complete the physical movement.
5. Continue until each student has had a turn or time is up.

## **Debrief**

Ask:

- "Which action was easiest to guess?"
- "How did you feel acting in front of others?"
- "What helped us to guess correctly?"

## **Variations**

- **Children's Edition:** Use only visuals on action cards for additional support.
- **Teamwork Edition:** Two students act out an action together for the group to guess.

the school of  
**PLAY**



# Guess the Action - Levels C & D

# PLAY

## For Wheelchair Users / Accessibility

- Students can mime actions using their upper bodies, facial expressions, or props.
- Ensure chosen actions can be adapted (e.g., eating, waving, clapping).
- Offer cards with both visuals and symbols for accessibility.

## Notes for Inclusion

- Provide extra time or modelling for students needing support.
- Allow gestures, pointing, or AAC devices for non-verbal participation.
- Celebrate all attempts with claps, cheers, or thumbs up.

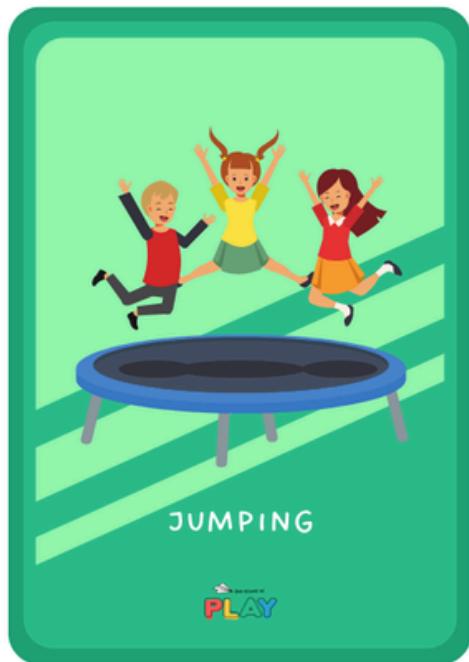
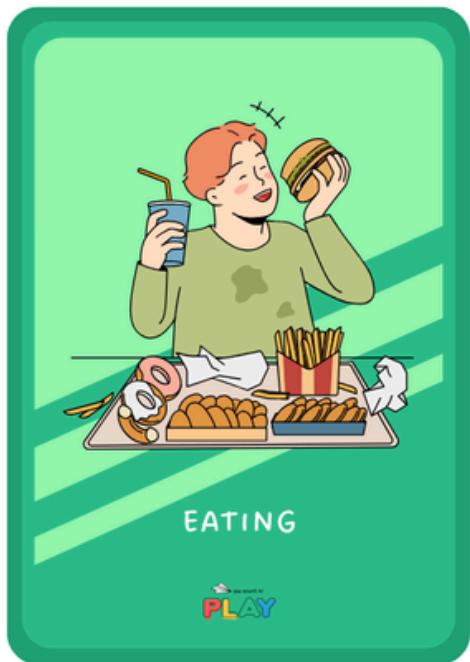
## Additional Notes

Guess the Action is a fun drama-based activity that promotes creativity, confidence, and group connection. It works well as a short energiser or a reflection activity to encourage focus and social awareness.

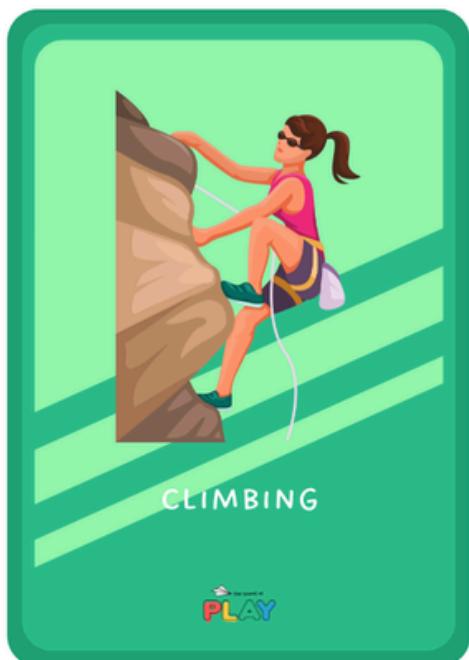
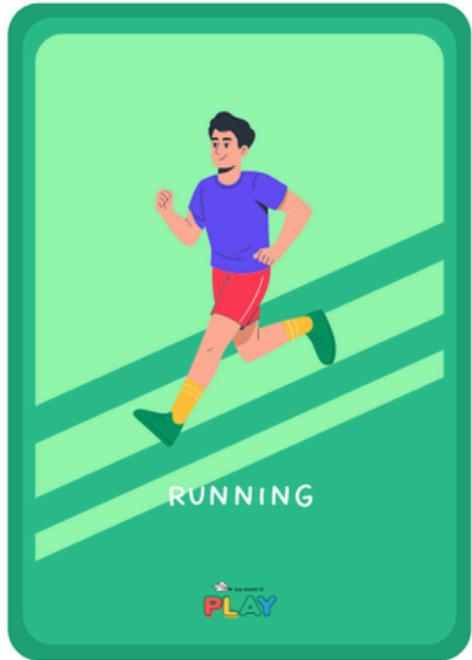


# ACTION CARDS

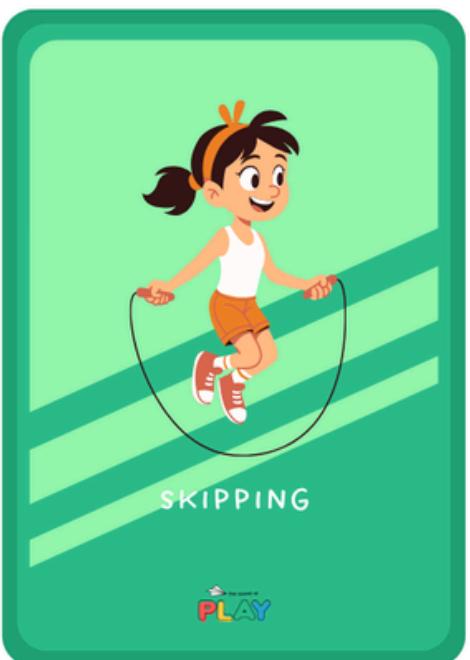
PRINT AND CUT OUT THE ACTION CARDS. SHOW OR WHISPER AN ACTION TO ONE STUDENT, WHO THEN ACTS IT OUT SILENTLY WHILE THE GROUP GUESSES.



# ACTION CARDS



# ACTION CARDS



# ACTION CARDS

