

Guess the Action - Levels F-3

PLAY

To practise communication, observation, and confidence through drama-based guessing of simple, everyday actions.



Learning Intentions

Build expressive skills by acting out familiar actions.

Develop observation and recognition skills when watching others.

Strengthen social connections through playful group guessing.



Success Criteria

Students act out one action confidently using gestures.

Students correctly guess at least one peer's action.

Students show encouragement and support for others.



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Duration: 5 minutes

Objective

To practise communication, observation, and confidence through drama-based guessing of simple, everyday actions.

Players

- Whole class or small groups.

Materials

- Action picture cards (words and visuals for support) (found in PDF resource tab).

Setup

- The teacher prepares cards with actions suited to the student's ability (e.g., running, clapping, waving, eating).
- Arrange students in a circle or semi-circle.

Gameplay

1. The teacher shows or whispers an action to a student.
2. The student silently acts out the action.
3. Peers raise hands or call out guesses.
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. The correct answer is celebrated, then the next student has a turn.

Debrief

Ask:

- "Which action was the funniest to watch?"
- "What helped you guess the right answer?"
- "How did it feel when everyone was guessing your action?"

Variations f

- **Children's Edition:** Use only picture cards with clear visuals.
- **Fitness Edition:** Add bigger movement actions (skipping or hopping).
- **Teamwork Edition:** Students act in pairs to show the same action together.



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For Wheelchair Users / Accessibility

- Students can use upper body, facial expressions, or props to act.
- Adapt actions to be safe and comfortable (e.g., waving, pretending to eat, drumming).
- Provide visual supports, symbols, or AAC options to share answers.

Notes for Inclusion

- Encourage all participation styles: gestures, words, pointing, or AAC.
- Offer modelling or practice for students who need confidence.
- Celebrate every attempt with group claps, cheers, or thumbs up.

Additional Notes

This activity is quick, inclusive, and fun. It develops confidence, social awareness, and communication skills, while creating a positive, supportive classroom culture.



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



KICKING

PLAY



READING

PLAY



RIDING

PLAY



PAINTING

PLAY

