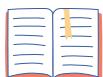


Higher or lower Team Play (Levels C & D)

PLAY

Support students in developing prediction skills, communication, and teamwork while building resilience through fun, low-stakes challenges.



Learning Intentions

Practise making simple predictions together.



Encourage communication and teamwork.

Build confidence in managing mistakes positively.



Success Criteria

Students contribute to group predictions using words, gestures, or signals.

Students celebrate outcomes together in a fun way.

Students respond to mistakes positively through group challenges.



Higher or Lower Team Play (Levels C & D)

PLAY

Duration: 5 minutes

Objective

Support students in developing prediction skills, communication, and teamwork while building resilience through fun, low-stakes challenges.

Players:

- 2 - 25 students

Materials:

- Deck of playing cards (removing picture cards is optional)

Set Up:

- As a class brainstorm and agree upon what actions will be made if the groups or individuals prediction is correct or incorrect (see below for some ideas).
- Alternatively the teacher can create this prior to playing the activity.

Gameplay

1. Place one playing card face up in the middle of the group.
2. As a group, students predict if the next card will be **higher or lower** using their voice, thumbs up/down, or pointing.
3. If the prediction is correct, the group celebrates with a clap, cheer, or chosen movement (e.g., hands in the air, high-five peers).
4. If the prediction is incorrect, the group completes a fun challenge such as:
 - Three group claps
 - 5 body spins
 - Making a silly face together
 - Doing a team mexican wave.
5. Continue for a set number of rounds (e.g., 5–10 cards).

Debrief

Discuss how the group worked together:

- *“How did it feel when we got it right together?”*
- *“What helped us keep trying even when we were wrong?”*
- *“What was your favourite celebration or challenge?”*



Higher or Lower Team Play (Levels C & D)

PLAY

Variations

Children's Edition

- Add extra celebrations such as jumping, spinning, or stomping.
- Allow students to choose their group challenge when predictions are wrong.

Fitness Edition

- Replace challenges with short movements like 5-star jumps, marching, or stretching.

Teamwork Edition

- Split into two groups. Each group predicts separately and earns points for correct answers. Encourage friendly competition while still celebrating each attempt.

For Wheelchair Users / Accessibility

- Use clear visual signals for predictions (thumbs up/down, coloured cards).
- Replace movement challenges with accessible options such as tapping the wheelchair, clapping, or raising arms.
- Ensure celebrations are inclusive (everyone can cheer, clap, or wave).

Notes for Inclusion

- Accept both verbal and non-verbal contributions (gestures, pointing, showing cards).
- Provide extra time and modelling for students who need support.
- Keep celebrations and challenges light-hearted to reduce pressure.
- Encourage peer support and shared decision-making.