

Higher or Lower Team Play - Levels F-3

PLAY

Support students in developing number sense, communication, and teamwork skills while encouraging resilience and positivity.



Learning Intentions

Practise predicting and comparing numbers.



Work together as a team to make decisions.

Celebrate successes and learn from mistakes in a positive way.



Success Criteria

Students make predictions using number knowledge.

Students explain or signal their thinking (e.g., “higher”, “lower”, pointing, thumbs up/down).

Students join in group celebrations and take part in fun challenges.



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PLAY

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Duration: 5-10 minutes

Objective

Support students in developing number sense, communication, and teamwork skills while encouraging resilience and positivity.

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.
2. As a group, students predict if the next card will be **higher or lower**.
 - Encourage discussion: *“Why do you think it’s higher?” “What makes you say lower?”*
3. Turn over the next card:
 - If the prediction is correct, the group celebrates (clap, cheer, high five, team dance).
 - If the prediction is incorrect, the group completes a fun challenge such as:
 - 5-star jumps
 - 3 silly faces
 - 5 body spins
 - A team mexican wave
4. Continue playing for 5-10 turns.

Debrief

Ask students:

- *“How did we decide together?”*
- *“What helped us when we got it wrong?”*
- *“What was the best way we celebrated as a team?”*



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Variations

Mathematics Edition

- Students say the number aloud and compare values (e.g., “7 is higher than 3”).
- Keep a score of how many correct predictions the group makes in 10 rounds.

Fitness Edition

- Challenges become short exercises: jumps, stretches, jogging on the spot.

Teamwork Edition

- Small groups make predictions separately, then compare outcomes.
- Encourage respectful listening and compromise if forecasts differ.

For Wheelchair Users / Accessibility

- Use large-print or oversized cards for visibility.
- Allow students to point, use thumbs up/down, or hold coloured cards for “higher” (red) and “lower” (blue).
- Replace physical challenges with seated options such as:
 - clapping patterns
 - tapping knees or table tops
 - arm stretches or shoulder rolls
- Ensure students have space to join group celebrations in their way.

Notes for Inclusion

- Encourage every student to contribute in some way (speaking, pointing, signalling).
- Pair students to support communication if needed.
- Keep the game playful, focusing on collaboration rather than winning.

