

**Legs II -
Levels A - B**

PLAY

To support early social connection, joint attention, and participation through a simple, predictable group game involving fingers, counting, and celebration.



Learning Intentions

Students are working towards:



Participating in a shared group activity with peers

Attending to others and taking part in a simple turn-based routine

Experiencing joy and connection through shared celebration



Success Criteria

Students demonstrate success when they:

Participate in the group routine with adult support

Show fingers, objects, or symbols during the “show” moment

Engage in a celebration action in their own way



Legs 11 - Levels A - B

PLAY

Duration: 3 - 5 minutes

Objective

To support early social connection, joint attention, and participation through a simple, predictable group game involving fingers, counting, and celebration.

Players

Small groups of 2 - 3 students
(1 - 2 students may play alongside an adult if needed)

Materials

- No materials required, or
- Optional number cards 1 - 5 (found in PDF resource)

Setup

1. Print and cut out the number cards.
2. Students sit or stand in a small group, in a clear, defined space.
3. The teacher explains the game using simple language and modelling.
4. The teacher models showing fingers and celebrating.
5. Visual supports are placed where students can see them.

Gameplay

1. The teacher leads a slow, predictable countdown:
2. "Ready... 3... 2... 1... show." On the "show" command, the teachers will hold out a certain of number fingers using one hand only (for demonstration purposes use three educators if possible). The aim is to have the fingers held out from the three players to add up to the number 11.
3. Students turn. Teachers countdown Ready... 3... 2... 1... show, all students in the group are supported to:
 - Show fingers (any number), or
 - Hold up a number card of their choice, or
 - Tap a number on a desk, body, or AAC device
4. The teacher counts all numbers aloud, modelling pointing to each student.
5. If the total equals **11**:
 - The teacher says "Eleven, we did it!"
 - The group celebrates together for 5 - 10 seconds
6. If the total is not 11:
 - The teacher says "Not eleven, let's try again."
 - The group calmly resets
7. Repeat for several short rounds, prioritising engagement over accuracy.



Legs II - B Levels A - B

PLAY

Key adjustments for Levels A–B:

- No restriction on repeating finger numbers
- No competitive “winning” focus
- Adults may scaffold participation at all times

Celebration Options

Students choose or are supported to engage in:

- Clapping
- Smiling or laughing
- Gentle arm movements
- Vocal sounds
- Pressing a “happy” or “celebrate” button on AAC

Debrief / Reflection

Using visuals, gestures, or AAC, prompt:

- “Did you like the game?”
- “Show me your fingers!”
- “Who did you play with?”

Teachers narrate success verbally:

“You played with your group.”

“You showed your fingers.”

“You joined the celebration.”

Sensory-Specific Learner Variations

For sensory-seeking students:

- Add a whole-body celebration such as jumping, spinning, or marching
- Use music for the celebration moment
- Allow standing, rocking, or movement during the game

For sensory-sensitive students:

- Use quiet celebrations (thumbs up, soft claps)
- Reduce group size
- Offer noise-reducing headphones
- Allow students to observe first, then join



Legs II - Levels A - B

PLAY

AAC and Communication Supports

- Pre-program AAC buttons such as “ready,” “go,” “eleven,” “again,” “yay”
- Provide a simple choice board: “show” / “celebrate”
- Accept all communication modes: eye gaze, gesture, switch activation, vocalisation
- Adults model AAC use consistently during gameplay

Notes for Inclusion

- Participation looks different for every student
- Observation counts as engagement
- Adults may physically prompt or hand-over-hand support if appropriate
- Celebrate effort, attention, and presence, not just outcomes
- Keep the tone joyful, calm, and predictable



NUMBER CARDS

PRINT AND CUT OUT THE CARDS. DURING THE COUNTDOWN ("READY... 3... 2... 1... SHOW"), STUDENTS HOLD UP A NUMBER CARD. THE TEACHER COUNTS ALL SHOWN NUMBERS ALOUD AND CHECKS IF THE TOTAL EQUALS 11. CELEBRATE TOGETHER IF IT IS 11, OR CALMLY RESET AND TRY AGAIN.

1



2



3



NUMBER CARDS

4

the sound of
PLAY

5

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PLAY

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PLAY

