

Legs U -
Levels C & D

PLAY

To encourage teamwork, communication, and joy through a fast-paced game where groups aim to show a total of 11 fingers without speaking.



Learning Intentions

Promoting Teamwork and Non-Verbal Communication:

Students practise working together without speaking, collaborating through actions only.

Encouraging Quick Thinking and Spontaneity:

Students develop decision-making skills by making quick decisions without planning.

Fostering Joyful Group Atmosphere:

Students celebrate successes with big, fun reactions, creating a happy, connected classroom environment.



Success Criteria

Students can display fingers to reach a total of eleven without talking.

Students can actively participate, showing fingers and celebrating wins.

Students engage in enthusiastic celebrations with peers after a successful round.



Legs 11 Levels C & D

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Duration: 5 minutes

Objective

To encourage teamwork, communication, and joy through a fast-paced game where groups aim to show a total of 11 fingers without speaking.

Players

- Groups of three students

Materials

- None required

Setup

- Students form groups of three.
- The teacher explains and models the game.

Gameplay

1. Groups count down together: "3, 2, 1, show!"
2. Each player quickly shows 0–5 fingers on one hand.
3. If the total = 11 fingers, the group celebrates loudly (cheers, dancing, high fives, silly moves) for at least 10 seconds.
4. If the total is not 11, students reset and try again.
5. Play continues for 2 minutes. The group with the most "Legs 11" celebrations wins.
6. Key rules - students cannot use the same number of fingers twice in a row and students cannot discuss what number of fingers they are going to display prior to each round.

Debrief

- Ask: "What made it fun when we reached 11?"
- Ask: "How did we work together without talking?"
- Ask: "Was there a strategy a group used to be successful?"

Variations

- **Children's Edition:** Use superhero or animal actions during celebrations.
- **Fitness Edition:** Add a fitness move after each unsuccessful round (e.g., 5 star jumps, three stretches).
- **Teamwork Edition:** Groups race against each other to reach 11 as many times as possible in a set time.



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For Wheelchair Users / Accessibility

- Students can raise fingers, tap the number on their chest/desk, or hold up number cards instead of hand gestures.
- Celebrations can include clapping, air-fives, shoulder wiggles, or loud joyful noises.
- Ensure actions are safe, comfortable, and inclusive while keeping the energy playful.

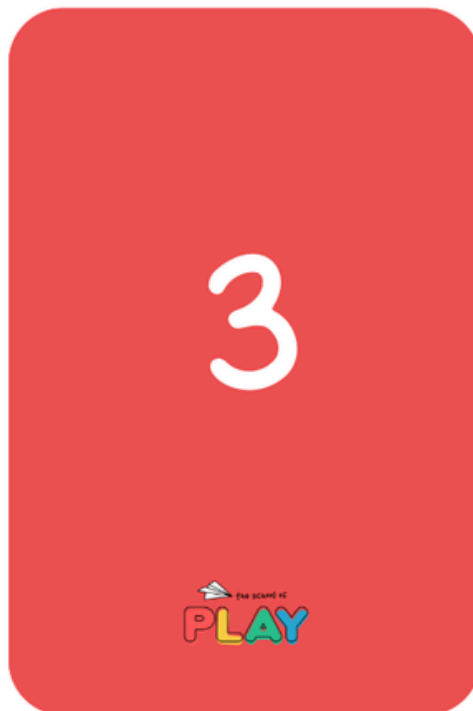
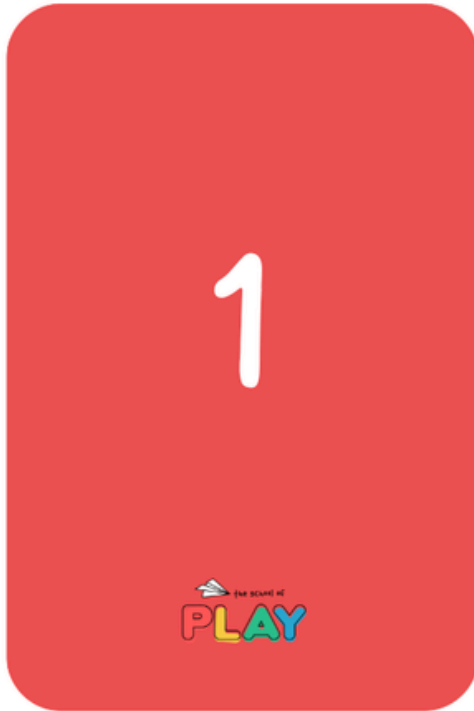
Notes for Inclusion

- Allow verbal, non-verbal, or symbolic responses (gestures, pointing, AAC).
- Provide additional modelling for students who need extra support.
- Celebrate all efforts with equal enthusiasm, not only “winning” rounds.
- Encourage peer encouragement, ensuring every group member is included.



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.



NUMBER CARDS

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