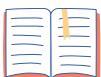


Moving & Shaking (Levels C & D)

PLAY

A fun memory and connection game designed to help students interact positively with their peers through simple handshake (or greeting) sequences.



Learning Intentions

Enhance Memory and Creativity:

Students practise remembering simple, playful movements while creating unique greetings with partners.

Build Positive Relationships:

Students strengthen connections with classmates through fun, interactive partner activities.

Encourage Engagement and Fun:

Students enjoy a light-hearted game that promotes teamwork, laughter, and inclusion.



Success Criteria

Creation of Simple Handshakes:

Students participate in creating easy two-step greetings with their partners.



Recall of Movements:

Students can remember and perform their greetings when prompted.

Positive Participation:

Students stay engaged, interact with peers, and enjoy the playful activity together.



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PLAY

Duration: 5–8 minutes

Objective

A fun memory and connection game designed to help students interact positively with their peers through simple handshake (or greeting) sequences.

Players

- Suitable for any group size

Materials

- None

Setup

- Explain to students that they will create fun greetings with different partners.
- Emphasise that greetings should be simple and safe so everyone can join in.

Gameplay

1. **Partner One** – Students find a partner and create a two-step greeting (e.g., clap hands + thumbs up, high five + wave).
2. **Partner Two** – Students find a new partner. First, they teach each other and repeat their original handshake with their new partner, then create a new two-step greeting with their second partner (this will give each student two partners, and two different handshakes).
3. **Recall Practice** – Teacher calls out “Partner One” or “Partner Two,” and students quickly find that partner and perform the correct greeting with them.
4. **Partner Three (Optional)** – Students create another two-step greeting with a third partner. Now they must remember three different greetings.
5. **Group Challenge** – Teacher calls out “Partner One,” “Two,” or “Three,” and students must remember and perform that greeting with the right partner.

Debrief

- Celebrate students’ efforts to remember and share fun greetings.
- Highlight how the activity helped them laugh, connect, and playfully practise memory.

Variations

- **Children’s Edition:** Use animal-inspired greetings (flap like a bird + hop like a kangaroo).
- **Fitness Edition:** Add a simple movement between greetings (Star jumps, shoulder rolls).
- **Teamwork Edition:** Students play in pairs, mirroring each other’s movements simultaneously.



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PLAY

For Wheelchair Users / Accessibility

- Replace handshakes with inclusive greetings such as:
 - High five → wave
 - Clap hands → clap self or tap lap
 - Spin handshake → gentle head nod or thumbs up.
- Encourage all students to copy adapted greetings so everyone can fully participate.
- Ensure partners meet at eye level where possible for comfort and inclusion.

Notes for Inclusion

- Allow both verbal and non-verbal greetings (gestures, pointing, waving).
- Provide extra time or teacher modelling for students who need support.
- Pair students thoughtfully to ensure everyone feels safe and included.
- Emphasise fun, encouragement, and participation over accuracy or memory.

