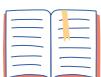


Moving & Shaking Levels F-3

PLAY

A playful memory and connection activity where students create short greetings with multiple partners, building confidence, memory, and social skills.



Learning Intentions

Practise Memory Skills:

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

Greeting Creation:

Students successfully work with partners to create short greetings.

Recall and Performance:

Students can remember and perform the greetings when prompted.

Positive Interaction:

Students show enjoyment, inclusion, and engagement with their peers.

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PLAY



Moving & Shaking Levels F-3

PLAY

Duration: 5-8 minutes

Objective

A playful memory and connection activity where students create short greetings with multiple partners, building confidence, memory, and social skills.

Players

- Whole class friendly (6 or more students)

Materials

- None

Setup

- Students are asked to find different partners during the game.
- The teacher reminds students that greetings should be safe, fun, and respectful.
- Examples are modelled (e.g., high five, elbow tap, wave).

Gameplay

1. **Partner One Greeting** – Students find a partner and create a two-step greeting (e.g., high five + fist bump, wave + spin).
2. **Partner Two Greeting** – Students find a new partner. They first repeat their greeting with Partner One, teaching each other their previously created handshake, then create a new two-step greeting with Partner Two (this will give each student two partners, and two different handshakes).
3. **Partner Recall** – Teacher calls out “Partner One” or “Partner Two.” Students find the correct partner and perform the correct greeting.
4. **Partner Three Greeting** – Students repeat both earlier greetings, then create a third with a new partner.
5. **Challenge Round** – Teacher calls out “One,” “Two,” or “Three.” Students must recall and perform the correct greeting with the right partner.

Debrief

- Ask: “Which greeting was your favourite?”
- Reflect: “Was it harder to remember or to create the greetings?”
- Highlight teamwork, laughter, and positive interaction.

Moving & Shaking Levels F-3

PLAY

Variations

- **Children's Edition:** Add fun actions (e.g., roar like a lion, flap like a bird).
- **Fitness Edition:** Include a movement between greetings (e.g., squat, star jump).
- **Teamwork Edition:** Play in pairs where both students mirror each other's movements.

For Wheelchair Users / Accessibility

- Adapt greetings for inclusivity:
 - High five → wave
 - Fist bump → thumbs up
 - Spin → shoulder shrug or head nod
- Ensure all students mirror adapted greetings so no one is left out.
- Partners meet at eye level whenever possible.

Notes for Inclusion

- Provide clear teacher modelling before students create greetings.
- Allow extra time for recall if needed.
- Encourage use of both physical and non-physical greetings (smiles, gestures).
- Pair students thoughtfully to ensure comfort and confidence.
- Emphasise participation and connection over "getting it right."

