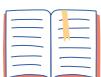


Pass the Clap - Levels F-3

PLAY

To build focus, cooperation, and group rhythm while encouraging shared responsibility in a fun and straightforward game.



Learning Intentions

For students to practise simple turn-taking within a group activity.



For students to improve their focus and attention by following the rhythm.

For students to participate in a group activity with their peers.



Success Criteria

Students pass the clap smoothly around the circle without interruption.



Students stay focused and engaged until it returns to the start.

Students show cooperation and enjoyment throughout the activity.



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PLAY

Pass the Clap - Levels F-3

Duration: 5 minutes

Objective

To build focus, cooperation, and group rhythm while encouraging shared responsibility in a fun and straightforward game.

Players

- Whole class or small groups.
- Works best in a circle.

Materials

- None

Setup

- Students sit or stand in a circle.
- The teacher demonstrates how to clap and make eye contact before passing it on.

Gameplay

1. The teacher begins with one clap, making eye contact with the next person.
2. That student claps once and passes it to the next person.
3. The clap continues around the circle until it returns to the start.
4. Once successful, increase the speed or add challenges (double clap, rhythm patterns).

Debrief

- Discuss what helped the group keep the clap moving smoothly.
- Prompt: *"What made it easier or harder to stay in rhythm together?"*

Variations

- **Children's Edition:** Add an animal sound with the clap.
- **Fitness Edition:** Add a simple action (e.g., squat, star jump) before clapping.
- **Teamwork Edition:** Have two claps travelling in opposite directions around the circle.



Pass the Clap - Levels F-3

PLAY

For Wheelchair Users / Accessibility

- Replace clapping with a tap on the lap, armrest, or desk.
- Encourage all students to follow the same action to ensure inclusion.
- Maintain clear spacing in the circle for comfortable participation.

Notes for Inclusion

- Use visual signals (pointing, nodding) to support students who need extra prompts.
- Provide additional time if needed before passing the clap.
- Focus on fun and cooperation rather than speed or accuracy.

Additional Notes

This activity builds rhythm, focus, and teamwork. At Levels 1–3, it is an effective energiser or warm-up, reinforcing the importance of attention, cooperation, and collective success in a playful way.

