

Set Go - Levels C & D

PLAY

To provide an energising, accessible warm-up activity that encourages focus, sneaky numeracy, movement, and social interaction through a fun counting game.



Learning Intentions

Quick Reaction and Focus:

Students practise reacting to simple instructions and using counting skills in a fun way.

Movement and Energy:

Students engage in bursts of movement, helping them get energised for learning.

Positive Peer Interaction:

Students take turns, encourage each other, and celebrate successes in a safe, supportive way.



Success Criteria

Students can respond to “Set” and “Go” with appropriate actions.

Students attempt to count fingers or copy peer actions with support.

Students actively participate with smiles, laughter, and positive interaction.



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Duration: 5 minutes

Objective

To provide an energising, accessible warm-up activity that encourages focus, sneaky numeracy, movement, and social interaction through a fun counting game.

Gameplay

1. Students play in pairs.
2. On the command “**Set**”, both players put their hands behind their backs.
3. On the command “**Go**”, both players show 1–5 fingers with one hand.
4. Players work together to count the total number of fingers shown.
5. The first pair of students (or pair with support) to call out the number wins the round. Staff can model actions beside students for extra support.

Debrief

Encourage students to reflect on the experience with simple prompts:

- “What number did you like showing?”
- “How did it feel to count together?”
- “What was the funniest or happiest moment?”

Variations

- **Copycat Play:** Instead of counting, one player shows fingers and the other copies.
- **Movement Twist:** Before showing fingers, students clap, jump, or spin.
- **Group Circle:** Two students play in the middle while others cheer and help count.

For Wheelchair Users / Accessibility

- Students can point, clap, or gesture instead of saying the number.
- Encourage all players to mirror adapted movements to keep the game inclusive.
- Allow extra time and prompts for students who need support.

Additional Notes

There is no elimination; everyone keeps playing. In pairs, celebrate each correct count with high-fives or cheers. In groups, set a short time limit (e.g., 2 minutes) and see how many rounds the class can complete together as a team, with each pair taking it in turns to play whilst the rest of the class watches and helps to count the fingers together. Set Go is designed to build energy, focus, and peer connection through quick and playful counting.



VISUAL CUE CARDS

PRINT AND CUT OUT THE EMOJI CARDS, THEN USE THEM AS VISUAL PROMPTS DURING THE ROLE-PLAY ACTIVITY TO HELP STUDENTS PRACTISE RECOGNISING AND EXPRESSING DIFFERENT FEELINGS.



VISUAL CUE CARDS

