

Set Go - Levels F-3

PLAY

To develop quick thinking, counting, and teamwork through a fun, energising warm-up activity that promotes focus, maths skills, and social interaction.



Learning Intentions

Quick Thinking and Focus:

Students practise reacting quickly to instructions and engagingly using their counting skills.

Movement and Energy:

Students apply number recognition and addition skills in a playful setting.

Positive Peer Interaction:

Students practise turn-taking, encouraging peers, and celebrating each other's efforts.



Success Criteria

Students can respond to "Set" and "Go" with the correct actions.

Students successfully add the number of fingers shown by both players.

Students work together respectfully, showing encouragement and positive interaction.



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Duration: 5–10 minutes

Objective

To develop quick thinking, counting, and teamwork through a fun, energising warm-up activity that promotes focus, maths skills, and social interaction.

Gameplay

1. Students play in pairs.
2. On the command “**Set**”, both players place their hands behind their backs.
3. On the command “**Go**”, both players show 1–5 fingers with one hand.
4. Players race to add the numbers together and call out the total.
5. The first player to correctly call out the answer wins the round.

Debrief

Encourage students to reflect on their experience with simple prompts:

- “What number total came up the most?”
- “How did you feel when you got the answer quickly?”
- “What helped you work it out?”

Variations

- **Maths Extension:** Instead of just adding, students can subtract the smaller number from the bigger number. Or students can use both hands for adding up larger numbers.
- **Movement Twist:** Before showing fingers, students must do a quick movement (e.g., star jump, squat, or spin).
- **Group Circle:** Two players go in the middle while the class counts out the total together.
- **Team Play:** Students play in pairs but work with another pair to count totals together.

For Wheelchair Users / Accessibility

- Students can show fingers, point, or use number cards if hand movement is limited.
- Encourage group counting aloud to ensure everyone can participate.
- Allow extra thinking and response time where needed.

Additional Notes

This game is non-eliminating, and all students keep playing. Focus on celebrating quick thinking, correct answers, and teamwork. Encourage high-fives, claps, or cheers after each round to keep the energy high and positive. Set Go provides an active and engaging way to combine maths with movement, while also supporting focus and peer connection.



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

