

# Walk, Stop, Name, Clap - Levels C & D

# PLAY

To encourage focus, active participation, and social connection through a fun and simple movement game.



## Learning Intentions

### Listening and Focus:

Students will practise listening carefully and responding to instructions.

### Movement and Energy:

Students will use movement to stay engaged and active.

### Social Connection:

Students will build connections by using names and shared actions.



## Success Criteria

Students attempt to follow the given commands.

Students listen and respond with movement or voice.

Students connect with peers by saying their own or a peer's name.



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**Duration:** 5–8 minutes

## **Objective**

To encourage focus, active participation, and social connection through a fun and simple movement game.

## **Players**

- Whole class or small groups.

## **Materials**

- Safe, open space.
- Optional: Visual command cards (Walk, Stop, Name, Clap) (found in PDF resource tab).

## **Setup**

- Students spread out in a safe space where they can move freely.
- The teacher or leader introduces and models each command before starting.

## **Gameplay Rules**

1. The leader calls out one command at a time:
  - **Walk** – move around the space safely.
  - **Stop** – freeze like a statue.
  - **Name** – say your name out loud or point to a friend and say their name.
  - **Clap** – clap hands loudly once or twice.
2. Repeat commands in random order.
3. Encourage students to listen carefully and react quickly.
4. Celebrate participation with smiles, cheering, or clapping together.

## **Variations**

- **Copycat Play:** Students repeat the action of the leader or a peer instead of waiting for the command.
- **Slow & Fast:** Change the speed of commands to challenge focus (slow voice, fast voice).
- **Circle Play:** Students play in a circle, taking turns leading the commands.
- **Action Mix:** Add fun extra moves (e.g., jump, spin, wave) once students are confident.



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## Winning the Game

- No elimination, everyone keeps playing.
- Focus is on fun, energy, and connection, not competition.
- Celebrate participation with high-fives, cheers, or claps after each round.

## For Wheelchair Users / Accessibility

- Replace **Walk** with "Move" (roll forward, move arms, or spin gently).
- Replace **Clap** with a tap, click, or chosen body movement.
- Adapt **Stop** to a still position with arms up or out.
- Ensure space is accessible so all students can move freely and join in equally.

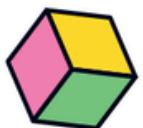
## Notes for Inclusion

- Encourage both verbal and non-verbal responses (gestures, pointing, clapping).
- Provide extra modelling and time for students who need support.
- Focus on celebration, laughter, and inclusion over accuracy.

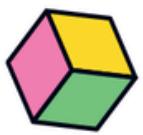


# CUE CARDS

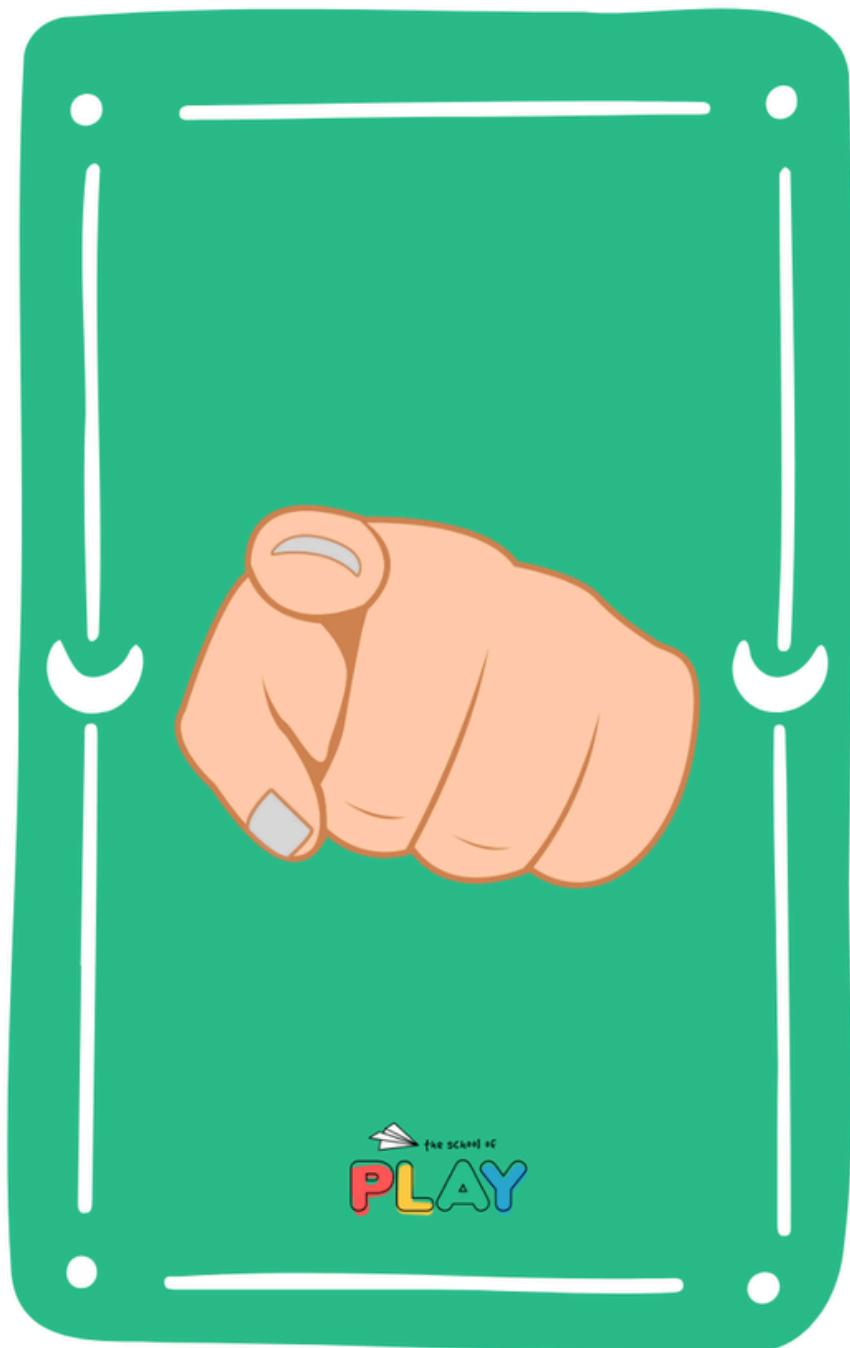
PRINT AND CUT OUT THE 4 VISUAL CUE CARDS. HOLD UP A CARD AS YOU CALL OUT THE COMMAND SO STUDENTS CAN CONNECT THE WORD, PICTURE, AND ACTION WHILE THEY PLAY.



# CUE CARDS



# CUE CARDS



# CUE CARDS

