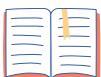




**Yay, Nay,
Let's Stay
-
levels C & D**

PLAY

To energise students while developing listening skills, coordination and group connection through a fun, movement-based game.



Learning Intentions

Improve Coordination and Focus:

Students practise listening and responding quickly to commands, building concentration and movement skills.

Foster Group Connection and Teamwork:

Strengthen social bonds through playful group activity.

Encourage Joy and Fun:

Experience laughter and positive energy while learning together.



Success Criteria

Accurate Execution of Movements:

Students can respond correctly to the commands 'Yay,' 'Nay,' and 'Let's Stay.'



Active Group Participation:

Students can listen carefully, join in, and play as part of the group.

Positive Engagement:

Students smile, laugh, and show enjoyment throughout the activity.



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PLAY

Duration: 2-10 minutes

Objective

To energise students while developing listening skills, coordination and group connection through a fun, movement-based game.

Players

Small to large groups. Suitable for classrooms, minimum of 6 players.

Materials

None.

Setup

- Students stand in a circle, all facing the same direction.
- Each student gently places their hands on the shoulders of the person in front.
- Ensure there is enough space between students for safe movement.

Gameplay

Basic Commands:

- **Yay** → Jump forward.
- **Nay** → Jump backward.
- **Let's Stay** → Do a 180-degree spin to face the other way, hands on the new shoulders in front.

Step 1: Practise Moves

- The teacher slowly introduces each command.
- Students practise together until they are comfortable.

Step 2: Speed It Up

- The teacher begins to call commands faster.
- Students must listen and react quickly.

Step 3: Challenge with Sequences

Introduce increasing difficulty with sequences:

- Level 1: Yay, yay, nay, let's stay
- Level 2: Yay, nay, let's stay, nay
- Level 3: Nay, nay, yay, yay, let's stay
- Level 4: Let's stay, nay, let's stay, yay, nay

Please encourage students to invent their own command sequences to add creativity and fun.





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PLAY

Debrief / Reflection Prompts

- What was the trickiest part?
- How did it feel when the group got it right together?
- What made the game funny or enjoyable?

For Wheelchair Users / Accessibility

- Adapt movements:
 - **Yay** → Push forward or clap forward.
 - **Nay** → Roll back or clap backward.
 - **Let's Stay** → Half-turn spin or raise arms while turning side-to-side.
- Hands can be placed on wheels, lap, or air gestures instead of on the shoulders.
- Ensure safe spacing for wheelchair movement.
- Encourage peers to mirror adapted movements to support inclusion.

Notes for Inclusion

- Allow both verbal and non-verbal participation (gestures, pointing, clapping).
- Change the words from 'Yay, Nay and Let's Stay' to "Forward, Back and Spin".
- Provide extra time or visual cues for students who need support.
- Celebrate fun, effort, and group laughter rather than perfect accuracy.

