

**Yay, Nay,
Let's Stay -
Levels F-3**

PLAY

To energise students and develop listening, movement, and group connection skills through a playful command-based activity.



Learning Intentions

Develop listening and concentration skills by responding to verbal commands.



Improve coordination, balance, and body awareness through movement.

Foster teamwork, laughter, and social connection in a safe and inclusive setting.



Success Criteria

Accurately perform the movements for Yay (jump forward), Nay (jump back), and Let's Stay (180° spin).



Participate actively with peers and follow group commands.

Show positive engagement through smiles, laughter, and encouragement of others.



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Duration: 5–10 minutes

Objective

To energise students and develop listening, movement, and group connection skills through a playful command-based activity.

Gameplay

Setup

- Students form a circle or line with space between each other.
- Each student places hands gently on the shoulders of the person in front (or stands side-by-side if preferred).

Instructions

1. Basic Moves

- Yay → Jump forward.
- Nay → Jump backward.
- Let's Stay → Turn 180° and face the opposite direction.

2. Step 1: Practise

- Teacher models each command slowly with the group until students are confident.

3. Step 2: Speed It Up

- The teacher calls commands faster. Students focus and react quickly.

4. Step 3: Sequences

- Introduce short sequences (e.g., Yay, Nay, Let's Stay) for students to follow.
- Please encourage students to invent their own sequences to challenge the group.

Debrief

Discuss:

- "How did you feel when you got it right?"
- "What was the funniest part?"
- "How did we help each other to keep up?"

Variations

Children's Edition: Add playful actions before the commands (e.g., clap, spin, stomp).

Fitness Edition: After each round, complete a quick fitness move (e.g., squats, star jumps, chair taps).

Teamwork Edition: Split into two groups and take turns leading sequences. Groups earn points for coordination and teamwork.





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For Wheelchair Users / Accessibility

- Adapt moves: Yay → push forward / clap forward, Nay → roll back / clap back, *Let's Stay* → half-turn spin or raise arms side-to-side.
- Students may place their hands on their lap or on the wheels instead of their shoulders.
- Peers mirror adapted actions so everyone stays connected.
- Ensure a safe space for wheelchair manoeuvres.

Notes for Inclusion

- Allow verbal and non-verbal participation (gestures, clapping, pointing).
- Provide modelling and extra time for students who need support.
- Emphasise fun, inclusion, and effort over accuracy.