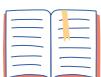


# Yay, Nay, Let's Stay - Levels F-3

# 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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# PLAY

**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.





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



**PLAY**



#### **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.

