

Set Go

PLAY

 To engage students in a fun and energetic warm-up activity that promotes quick thinking, counting, and physical movement.



Learning Intentions

I can think quickly and count fingers accurately:

Students will practice quick thinking and improve their ability to calculate simple numbers, boosting their mental agility.

I can stay active and have fun while moving:

Students will engage in physical movement, helping to energise them and prepare for further activities through a fun, high-energy game.

I can interact positively with my friends and play cooperatively:

This game encourages positive social interaction, good sportsmanship, and friendly competition among students.



Success Criteria

Quick and Accurate Counting:

Students quickly calculate the total number of fingers shown by both players, demonstrating their ability to think and react fast.

Active Participation in the Game:

Students actively participate in the game with enthusiasm, energy, and focus, contributing to a fun and lively environment.

Positive and Friendly Interaction:

Students engage respectfully with their peers, encouraging one another and showing sportsmanship throughout the game.

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Objective:

To engage students in a fun and energetic warm-up activity that promotes quick thinking, counting, and physical movement.

Players:

Suitable for pairs, small groups, or large groups (2 to 100+ students).



Materials:

No materials are required—just space for students to move and play.

Setup:

Students can play in pairs or in a larger group. If in pairs, students can stand facing each other. For larger groups, you can arrange the students in a square or rectangle formation with students at each corner.

Gameplay:

Start with “Set” and “Go” Commands:

- On the command “Set,” both players hide their hands behind their backs.
- When the command “Go” is given, both players quickly reveal a certain number of fingers from their hands. Start with playing using only one hand, progress up to two hands as students progress or are ready to do so.
- The first player to correctly count the total number of fingers shown and say the correct sum wins the round.

Option 1 – Pair Play:

- Pair up the students to play against each other.
- Each pair plays five rounds, with the winner of each round earning a point.
- At the end of five rounds, the player with the most points is the winner of that pair.
- Then, winners can challenge other winners, and non-winners can find other players to compete against.



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Option 2 – Group Play:

- For larger groups, set up a playing area shaped like a square or rectangle with students positioned in each corner.
- Participants start in their respective corners and play against someone from their corner in “Set Go”.
- After each round, the winner runs clockwise to the next corner, while the loser stays in their corner and challenges someone else.
- The goal is to complete as many laps as possible within a set time. Each lap completed earns the player one point.
- The player with the most points at the end wins.

Winning the Game:

- In **Option 1**, the player with the most points after five rounds is crowned the winner.
- In **Option 2**, the player with the most points after completing as many laps as possible within a set time wins.

Variations for Different Settings:

1. Add Fun with Hands:

2. Players can use both hands to show fingers, increasing the complexity and excitement.

3. Silly Faces and Gestures:

4. Add a rule where players must make funny faces or use a specific hand gesture before revealing their fingers. This adds a playful twist to the game and makes it even more engaging for younger students.

5. Fitness Edition:

6. Incorporate a physical challenge after each round. For example, after each correct answer, players can do a quick jumping jack or hop in place before the next round.

Additional Notes:

Set Go is a lively, high-energy game that promotes mental agility and physical activity in a fun, non-competitive way. It's perfect for warming up at the beginning of a class, session, or event. The combination of quick thinking, physical movement, and friendly competition makes it an ideal activity to energise students and build positive social connections.