

Walk, Stop, Name, Clap

PLAY

To create a fun and engaging icebreaker game that helps students practice listening skills, social interaction, and physical coordination.



Learning Intentions

Understanding and Following Simple Instructions:

Students will practice listening carefully and responding to simple commands (walk, stop, name, clap) in a sequence, enhancing their ability to follow directions.

Encouraging Social Interaction and Cooperation:

Students will engage with each other in a fun and interactive way, promoting positive social interactions and teamwork as they follow the commands together.

Developing Physical Coordination and Reaction Skills:

Students will improve their ability to coordinate their bodies by responding quickly to the commands and performing actions like walking, stopping, clapping, and saying their names.



Success Criteria

Accurately Responding to Commands:

Students successfully follow each command by performing the correct action, demonstrating attentiveness and focus.

Active Participation and Enthusiasm:

Students eagerly participate in the game, showing excitement and enthusiasm through their movements and actions.

Positive Social Interaction:

Students interact positively with their peers, creating a supportive and fun atmosphere where everyone encourages each other.

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Objective:

To create a fun and engaging icebreaker game that helps students practice listening skills, social interaction, and physical coordination.

Players:

Four or more players, suitable for small groups, classrooms, or any group setting.

Materials:

No materials needed—just enough space for movement.

Setup:

All students stand in an open space, ready to follow the instructor's commands.

Gameplay:

1. Level One:

- "Walk" – Players walk around the space.
- "Stop" – Players stop and freeze in place.

2. Level Two:

- "Walk" now means "Stop."
- "Stop" now means "Walk."

3. Level Three:

- "Clap" – Players clap their hands once.
- "Name" – Players say their name out loud.
- "Walk" now means "Stop."
- "Stop" now means "Walk."

4. Level Four:

- "Clap" – Players say their name out loud.
- "Name" – Players clap their hands once.
- "Walk" now means "Stop."
- "Stop" now means "Walk."

Winning the Game:

There are no winners or losers. The goal of the game is to have fun, enjoy the movement, and foster laughter and connection. Success is measured by the participation and joy of the students during the game.



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Variations:

Challenge Mode:

- To make the game even more challenging, introduce new levels with other commands (e.g., "Jump" or "Spin"), or reverse commands again to keep the students on their toes.

Instructor's Turn:

- Allow students to take turns being the instructor, so they can create their own twists to the game and lead their peers with new commands.

Note:

This icebreaker game is a great way to energise a group and break the ice in a fun, light-hearted way. It encourages students to stay active, listen carefully, and interact with others through movement, laughter, and shared experiences.

