

Wipe That Smile!

PLAY

To encourage laughter, focus, and friendly competition by trying to make others laugh with a big smile while controlling any reactions.



Learning Intentions

I can engage in a fun, lighthearted game that encourages self-control and laughter:

This helps students practice focusing and controlling their emotions while still having fun.

I can recognise the value of laughter in building social connections:

This encourages students to appreciate the joy and bonding that comes from shared laughter in a group setting.

I can participate in a group activity while following the rules:

This reinforces the importance of following the rules in a group setting while still engaging in a competitive and enjoyable activity.



Success Criteria

Smiling Without Making Noises or Pulling Faces:

Students can smile without making any noises or pulling funny faces, ensuring control over their reactions and adherence to the game rules.

Making Classmates Laugh with a Smile:

Students can make their classmates laugh with just their smile, encouraging creativity and the ability to bring joy with minimal expression.

Participating Respectfully in a Group Game:

Students can participate respectfully in a group game, ensuring fun and respectful engagement with others.



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Objective: To encourage laughter, focus, and friendly competition by trying to make others laugh with a big smile while controlling any reactions.

Players: Perfect for small groups or entire classrooms.

Materials:

- None

Setup: Arrange students in a circle. Select one student to start as the "smiler." The teacher explains the rules and ensures the students understand that only smiling is allowed, no making sounds, pulling funny faces, or being silly.

Activity:

1. **Start the Game:** One student is chosen to start the game as the "smiler." This person enters the centre of the circle and smiles as big, wide, and cheesy as they can at the rest of the group, trying to make others laugh as they rotate themselves around so that everyone can see their smile. The key is that the smiler must remain silent and cannot make any silly noises.
2. **Score Points:** For every person who laughs at the smiler's smile, the smiler earns one point. The smiler must smile at everyone in the circle.
3. **Pass the Smile:** After smiling at everyone in the group, the smiler "wipes" the smile off their face with their hand and passes the smile to the next person in the circle.
4. **Repeat:** The next student in the circle becomes the smiler and tries to make others laugh with their smile, repeating the process.
5. **Winning the Game:** The student with the most points at the end of the game wins.

Reflection Prompt:

- How did it feel to try to make others laugh with just your smile?
- What was challenging about trying not to laugh at yourself?
- How do you think this game helps us connect with each other and have fun together?



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Winning the Game: The student who earns the most points (by making others laugh with their smile) wins. The winner could be rewarded with a small prize, such as being a line leader for the day.

Additional Notes: Wipe That Smile! is a fun, non-competitive game that encourages positive interactions and laughter among students. It builds focus, self-control, and social bonds while allowing students to share a lighthearted moment together. It's a great activity for a break, to bring energy into the classroom, or to foster a sense of joy and connection.

