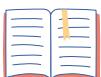


Yes, No, Up We Go

PLAY

To help students practice responding to yes/no questions while learning about each other in a fun, interactive way.



Learning Intentions

I can answer simple yes/no questions and make connections with others:

This helps students practice understanding and answering basic questions while engaging with their peers.

I can observe and recognise similarities and differences with my classmates:

This encourages students to look around and learn what they have in common with others.

I can actively participate in a group activity by following instructions and moving:

This promotes active engagement, listening, and physical movement in a fun group setting.



Success Criteria

Answering Yes or No to Questions:

Students can answer yes or no to questions, ensuring they understand and can respond to yes/no questions appropriately.

Observing Shared Interests:

Students can observe which classmates share similar answers, encouraging them to make connections and understand shared interests.

Participating by Following Instructions:

Students can participate by standing up or squatting down based on their answers, ensuring they are actively engaged and following the physical aspect of the game.



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Objective: To help students practice responding to yes/no questions while learning about each other in a fun, interactive way.

Players: Ideal for small to medium groups (5-30 students).

Materials: None

Time Required: 5-10 minutes

Setup: Explain to the students that they will answer yes/no questions, and they will stand up if their answer is "yes" and squat down if it's "no." The teacher can ask the questions, or if the group is ready, students can take turns asking questions.

Gameplay:

- 1. Starting position:** All students start in a shallow/half squat position (knees slightly bent, bobbing down a touch)
- 2. Start with Simple Questions:** The teacher begins by asking simple yes/no questions. For example:
 - "Do you like chocolate?"
 - "Is your favourite colour blue?"
 - "Do you have a pet?"
- 3. Stand or Squat Based on the Answer:** If a student answers "yes," they stand up. If their answer is "no," they squat down low. This creates physical movement and keeps students engaged.
- 4. Pause Between Questions:** After each question, pause for a moment to let students observe who else has answered the same way. This allows them to look around and make connections with others who share similar answers.
- 5. Continue with More Questions:** Ask a variety of yes/no questions, such as:
 - "Do you like sports?"
 - "Have you been to another country?"
 - "Is your favourite season summer?"
 - "Do you have siblings?"
 - "Do you like reading books?"
 - "Are you brave with trying new foods?"



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6. Reflect: After several rounds of questions, ask students to reflect on what they learned about their classmates. You can ask:

- "Did you find any classmates who like the same things as you?"
- "Was there a question that surprised you with the answers?"

Reflection Prompt:

- What did you learn about your classmates today?
- How did it feel to see other people standing up for the same answers as you?
- How did you feel when you didn't have anyone else standing up for your answer?

Winning the Game: There is no winner in this activity. The goal is to engage with classmates, share similarities, and have fun with the movement aspect.

Additional Notes: Yes, No, Up We Go is a great icebreaker activity that allows students to practice answering simple questions while physically engaging with the group. It helps students find common ground and learn more about each other in a fun, active way. This game is perfect for getting to know new classmates, fostering connections, and encouraging participation.

