

Hand-y Move and Groove Game

Encourage movement with signing! Create a game spinner or print flashcards on the following pages to play the Move and Groove Game. It goes with the [Signing Time Move and Groove DVD](#).



Materials

- 2 sheets white cardstock paper
- 1 marker, any color
- 1 white paper plate
- 1 craft brad
- Scissors
- Glue

It's time to create your game spinner

Create this spinner or use the flash cards on p. 4

- Step 1** – Print the spinner cards and arrow on cardstock. Cut out pieces.
- Step 2** – Draw three lines on the bottom of the plate to create six sections. See photo above.
- Step 3** – Glue a spinner card in each of the six sections.
- Step 4** – Attach the arrow to the center of the plate with the craft brad.
- Step 5** – [Learn the signs you'll need for this game here.](#)
- Step 6** – Play the Move and Groove Game. See directions on the next page.



Move and Groove Game Directions

Game One: Signing Red Light, Green Light

Object: to be the first player to reach the "stoplight" player

- At the start, all the children form a line about 15 feet away from the stoplight.
- The stoplight spins the movement spinner (or picks a card), then signs the action. Then the stoplight faces away from the line of kids. At this point the kids are allowed to move towards the stoplight by doing the action that was signed.
- At any point, the stoplight may turn around.
- If any of the kids are caught moving after this has occurred, they are out.
- Play resumes when the stoplight spins the spinner (or picks another card).
- The stoplight wins if all the kids are out before anyone is able to touch him/her.
- Otherwise, the first player to touch the stoplight wins the game and earns the right to be "stoplight" for the next game.

Game Two: Movement Chairs

Object: to be the last one standing

- Set up two rows of chairs, back to back. Use fewer chairs than the number of players.
- One person spins the spinner (or picks a card) to select the action, then signs it to the group.
- When the lights are turned on, the players move around the chairs doing the action.
- When the lights are turned off, the players sit in the chairs. The player left standing is taken out of the game.
- The players all stand again and a chair is removed.
- The game starts again. This procedure is continued until only one person remains. This person is the winner.

Variation: Instead of putting players out, number the chairs and put a slip of paper in a jar for each number. When the players take their seats, draw a slip of paper from the jar and announce the number. The player seated on the chair with the correct number selects the next action.

Game Three: Movement Relay

Object: to be the first team to complete the race

- Print off two sets of cards and divide the group into even teams.
- Place rope, chairs or tape on the floor to designate the starting/finish line and turnaround spot.
- Give each team a stack of flashcards.
- The first person on each team draws a card. That person races to the turnaround spot and back to the finish line doing the action they selected.
- When they cross the finish line, the next teammate draws a card and races to the turnaround spot and back to the finish line doing the action they selected.
- This repeats until the last person crosses the finish line. The team that completes it the fastest wins.

Move and Groove Game Spinner Cards



Move and Groove Game Flash Cards

