

EduTrend Contents

G4C · NON-VERBAL COMMUNICATION GAMES · MIDDLE SCHOOL

Signal Designers

Invent a silent signal system, use it to complete a building task, then test it on another team

Ages 11–13	Level: Intermediate	40 minutes	Teams of 4 · up to 30	Activity 03

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 03 · AT A GLANCE

Signal Designers

Each team designs five silent hand signals, such as up, down, rotate, stop and correct. One member sees a hidden pattern of shapes; the builder cannot see it and must copy it using only the signals. Teams then teach their system to another team and test it again. Everyone compares which signals were clear, which were confused and why.

Learning outcomes

By the end of the session students can:

- design clear signals;
- communicate precisely without words;
- test and improve a system;
- explain what makes signals clear.

KEY WORDS

signal · gesture · clarity · system · test · improve

CURRICULUM LINKS

PSHE: communication. Design and technology: testing. Drama.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**LOOK**	**TALK**	**CLOSE**
Faces and bodies ready	One game, clear rules	Show without words	Notice the clues	What told you?	Calm and positive

Materials (whole class)

- Shape cards and pattern cards
- Screens to hide patterns
- Timer
- Worksheets 1, 2 and 3

Before the session

- Prepare pattern cards.
- Set up screens.
- Plan teams.
- Model one signal.

SAFETY

Keep gestures respectful; no rude or offensive signs.

ACTIVITY 03 · SESSION PLAN

Step by step

Testing on another team exposes signals that only made sense to their inventors.

Time	What happens	Say or ask
0–5 min **Warm up**	Everyday gestures quiz.	*"Does everyone read this the same way?"*
5–10 min **Explain**	Task and rules.	*"What signals will you need?"*
10–32 min **Play**	Design, build, test on another team.	*"Which signal confused them?"*
32–40 min **Close**	Compare systems.	*"What makes a signal clear?"*

CHALLENGE CARD (print or copy onto the board)

Design a signal system another team can learn and use accurately.

ACTIVITY 03 · FACILITATOR NOTES

The non-verbal game know-how in brief

Invented signals only work when everyone agrees what they mean.

Gestures can mean different things to different people, so checking matters.

Common ideas to listen for

- “Gestures are universal.” Meanings vary.
- “More signals is better.” Fewer, clearer signals work best.
- “If we understand it, it’s clear.” Test it on others.

Adapting the activity

Support

Provide three ready-made signals to start from.

Stretch

Complete the task with a time limit or a more complex pattern.

WORKSHEET 1

Signal design

Name: _____ Class: _____ Date: _____

Draw your signals.

Signals

Meaning	Signal drawing

WORKSHEET 2

Test results

Record accuracy.

Results

Test	Pieces correct	Confusions
Own team		
Other team		

WORKSHEET 3

Reflection

Reflect.

A clear signal is one that...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Designs clear signals	Communicates precisely	Improves after testing

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Signal Designers is a sample activity from the EduTrend Contents G4C Non-Verbal Communication Games programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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