

Calendars Activity

Set up:

Provide a print out of the same calendar month for all students.



Instructions:

Using the numbers and colours they have already learnt, each time transition will represent a colour (eg: tomorrow = grey)

The teacher signs a sentence to the class. Students watch and colour in the correct box. (Example of instructions)

1. Today 7 July. That - blue
2. Yesterday - grey
3. Tomorrow - brown
4. Check for understanding.

(Extension*) next week - green (colour in the whole week)

Note: Stick with 4 steps instructions, so students can understand what is being asked of them. The extension can be for older students if you are teaching Auslan for the first time, or it can be for students who learns the language really fast.

Playdough Hands

Set up:

Playdough

Spelling list or Flashcards



Instructions:

Group people into pairs, with one lump of playdough between pairs.

The first partner picks a card and signs the word/ picture in Auslan. The second partner then creates the picture or sign with the playdough.

Directions Activity

Set up:

DIRECTIONS GAME PDF or create your own map
and instructions
Pencil



Instructions:

Group people into pairs with one map between pairs.

The first partner will have the instructions page.

The second partner will have the map and a pencil.

Partner one must sign directions to partner two to arrive at the destination.

Descriptions Activity

Set Up:

- Print the Flashcard PDF for your chosen theme (e.g. colours).
- Place the flashcards face down in a pile.
- Each player starts with 5 small objects (e.g. coloured counters, toy animals) – make sure each object is a different colour or type to match the theme.
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Instructions:

1. Player One picks a flashcard from the pile without showing it to their partner.
2. They look at the card and sign the phrase:
3. “You – Give – Colour – [insert colour from the card]”
4. (Example: if the card is blue, they sign “You – Give – Colour – Blue”)
5. Then it’s Player Two’s turn to pick a card and sign the same phrase using the colour from their card.
6. Continue taking turns drawing and signing.
7. The game ends when one player has collected all the counters/objects.

Guess the Character

Objective:

Use Auslan to describe and guess the mystery person your partner has chosen.



What You Need:

- Guess the Character PDF
- Knowledge of Auslan signs for facial features, clothing, hair, colours, and descriptive words (e.g. glasses, long hair, hat, beard, red shirt, etc.)

Instructions:

1. Each player selects one character on their board as their mystery person (keep it secret!).
2. Players take turns asking yes/no questions in Auslan to figure out the other's mystery person.
 - Examples:
 - “Do they have glasses?”
 - “Is their hair brown?”
 - “Are they wearing a hat?”
3. The other player answers yes or no in Auslan.
4. Based on the answers, players eliminate characters from their board.
5. Continue taking turns until one player is ready to guess the mystery person.
6. First to correctly guess wins the round!

Guess the Character

Optional Rules & Variations:

- No voice allowed – All communication must be in Auslan to build fluency.
- Use full sentences instead of just individual signs for advanced learners.
- Group Play: Have two teams and take turns signing questions and answers.

