

Auslan Whispers

Set up:

1. Divide the group into two lines, with each line facing the same direction.



Game Instructions:

1. The first person in each line should turn around to face the teacher.
2. The teacher will sign a sentence in Auslan.
3. Once the first person understands the sentence, they will turn back around and tap the shoulder of the person behind them in line.
4. The next person will then turn around to face the first person and sign the sentence they learned.
5. This continues, with each person tapping the next person's shoulder, turning around, and repeating the sentence, until it reaches the last person in the line.

Find The...

Set up:

Place various objects or pictures around the room. These could include coloured dots, animals, or images related to topics you've studied in class.



Game Instructions:

1. Have the students gather on the mat and stand up.
2. The teacher will sign a word that corresponds to one of the objects or pictures in the room.
3. The teacher will then count down from 5 in Auslan to give students time to prepare.
4. After the countdown, the teacher will sign "go".
5. When the teacher signs "go," the students must search the room and find the object or picture that matches the word the teacher signed.

Elephant Ears

Setup:

- Players (called elephants) form a circle and face inward toward the pointer, who stands in the center.



Elephant Formation:

- The pointer closes their eyes and turns around slowly with their arm pointing outwards at the circle.
- When the teacher/ group calls out "stop" the pointer stops pointing to a player.
- The chosen player must immediately form the elephant trunk by placing two fists together in front of their nose.
- The two players on either side of the trunk-forming player must create the elephant ears using Open handshapes.

No Errors:

- If no errors are made, the pointer starts again, and the game continues.

Error:

- If a handshape or location error is made, the player or players who made the error are eliminated.
- The game continues until only three players remain: the caller/pointer and two players.

Elephant Ears



Advanced Rules (for experienced players):

- The pointer continues to point to one of the two remaining players.
- The pointed-to player forms the elephant trunk, while the second player leans over and forms the ears.
- The pointer keeps selecting who becomes the elephant.
- If one of the last two players is eliminated, the pointer steps in to continue the game.
- Without being called, the last two players alternate forming the elephant trunk and ears until an error is made.
- The last remaining player wins the game.

Handshapes

Version 1: Classic Game

Setup:

- The group forms a circle.



Gameplay:

- The teacher holds up a card showing a handshape.
- Going around the circle, each person must sign an Auslan sign that uses that handshape.
- If a person is too slow or signs an incorrect sign, they must sit down.
- The last person standing wins the game.

Handshapes

Version 2: Faster Version (Team Play)

Setup:



- Split the group into two teams, lining up side by side.

Gameplay:

- The two players at the front of each line will compete against each other.
- The teacher holds up a handshape card.
- Both players race to sign a word using that handshape.

Correct Signs:

- If both players sign correctly at the same time, they both move to the back of the line to continue playing.
- If one player signs first and is correct, they move to the back of the line, while the other player sits down.

Incorrect Signs:

- If the first person signs but is incorrect, the teacher will ask the second player to give their sign.
 - If both signs are incorrect, both players sit down.
 - If one player signs correctly, they move to the back of the line, while the other player sits down.

Winning:

- The game continues until all players in one team are eliminated, or if time runs out, the winning team will have the most players at the end.

Spell and Show

Objective:

Watch the teacher fingerspell a word in Auslan, then write the correct word on your whiteboard as quickly and accurately as you can.



What You Need:

- A teacher who fingerspells (you!)
- Individual whiteboards and markers for each student (or one per group for team version)

Game Instructions – Individual Version:

1. The teacher fingerspells a word in Auslan (no mouthing the word!).
2. Students watch carefully, then write the word they saw on their whiteboard.
3. When finished, students hold up their boards to show their answers.
4. The teacher checks for accuracy and gives a point for each correct word.
5. Repeat with a new word each round.
6. The student with the most points at the end wins!

Alternative Version – Team Play:

1. Divide the class into table groups or teams.
2. Each round, the teacher fingerspells a word in Auslan.
3. The group works together to figure out the word and write one answer on their group's whiteboard.
4. All teams hold up their boards when ready.
5. Correct spelling earns the team a point.
6. The team with the most correct answers at the end wins!

Whats in the Bag?

Objective:

Use clues signed in Auslan to guess the mystery object hidden in the box or bag.



What You Need:

- A box or bag that students can't see inside
- A selection of everyday objects (e.g. a spoon, toy, ball, brush, etc).

Game Instructions:

1. The teacher secretly chooses one object from the bag or box.
2. Without showing it, the teacher signs clues in Auslan about what the object feels like (e.g. soft, hard, rough, smooth) and looks like (e.g. colour, shape, size).
3. Students watch carefully and guess the object based on the clues.
4. They can:
 - Say their guesses aloud, or
 - Sign their guess back in Auslan for extra practice!
5. The teacher reveals the object after a few guesses or when someone gets it right.
6. Continue with a new object and repeat!

Optional Variations:

- Team Play: Split the class into small groups. Each group takes turns guessing after the teacher signs the clues. Correct guesses earn a point!
- Student Leader: Let a student take the role of clue-giver and sign to the class while the teacher assists.