

NAME OF ACTIVITY	SIGNED ZOMBIE 2. (SAVE ME!)				TYPE	SHORT FORM
FUNCTION	Focusing   Get into the situation   Creating a focus   Active involvement and presence   Practising signs					
DESCRIPTION	<p>Starting point: each participant chooses one of the previously learned signs (eg name signs, fruits, animals), together we memorize who has what sign. We are in a circle with a selected participant in the middle. We are in a circle, in the middle is a selected participant, he is the Zombie. It's his job to catch someone and get him in the middle instead. You can achieve this by picking someone up, turning to them, and moving slowly, with a "zombie walk," toward them. Up to this point, the same thing happens as in Signed Zombie 1 Activity. The „threatened” participant in this game can't save himself with just signing someone's name or sign: he can ask for help from those around him, using only eye contact (while the Zombie is steadily moving towards him, trying to catch him). Anyone who notices that the threatened participant is asking for help and made eye contact with him, can save him from the Zombie: he or she rushes to the Zombie, touches his shoulder, and redirects him to another victim, showing his sign. The Zombie thus heads for its new victim. Who can also ask for help with his eyes. If no one saves the participant, the Zombie catches him, so he stands in the middle of the circle, he becomes the new zombie.</p>					
ELIGIBLE COMPETENCIES, SKILLS, ATTITUDES	Memory   Visual memory   Accuracy of signing   Concentration   Physical expression   Don't be afraid to make mistakes!   Take advantage of the opportunities that arise from the error!   Asking for help   Good help   When the group needs me?					
RELATED GAME OR BACKGROUND GAME	<p>If we play the activity with definite Sign Language signs, the activity has to be preceded by the joint learning and memorization of signs, according to the topic. The activity is suitable for practicing name signs, a good starting game in a longer training process.</p> <p>Recommended to play after Signed Zombie 1. activity</p>					
FORM OF WORK	PLAYTIME	AGE GROUP	TOOL OR STARTING POINT	DIFFICULTY LEVEL (1-5)	OTHER	
Whole group in circle (8 people minimum)	10 – 15 minutes	Over 8 years of age	-	3	<p>If we are not playing with name signs, we need to know at least as many signs from the given topic as we have participants, since everyone needs a separate sign.</p> <p>Discussion: The importance of eye contact in Deaf culture</p> <p>How do we ask for help? How can we be present to the person asking for help? How can we help well?</p>	