



NAME OF ACTIVITY	SIGNED ZOMBIE 1.				Туре	SHORT FORM
Function	Focusing   Get into the situation   Creating a focus   Active involvement and presence   Practising signs					
DESCRIPTION	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. The "threatened" participant can save himself with signing someone's name or sign: this way he can guide the Zombie towards another victim (while the Zombie is steadily moving towards him, trying to catch him). The Zombie thus heads for its new victim. Who can also sign someone else's name or sign. If he can't sign anything or too slow, the Zombie catches him, so he stands in the middle of the circle, he becomes the new zombie.					
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!					
RELATED GAME OR BACKGROUND GAME	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.					
FORM OF WORK	PLAYTIME	AGE GROUP	TOOL OR STARTING POINT	DIFFICULTY LEVEL (1-5)	OTHER	
Whole group in circle (8 people mnimum)	10 – 15 minutes	Over 8 years of age		2		aying with name signs, we need to know at least as many given topic as we have participants, since everyone needs a