# STOP card

**STOP**

Pause and wait

# START card

**START**

Ready to play

# Role card: PLAYER

**PLAYER**

* You control CMPSR / Swipe.
* Play when it is your turn (when the teacher points to you).
* Make one clear sound, then return to centre (if needed).
* Stop when shown the STOP card.

# Role card: NAVIGATOR

**NAVIGATOR**

* Help the Player to choose (direction / sound / fruit).
* Hold up STOP and START when prompted.
* Support turn-taking and encourage waiting.
* Give the Player extra time, then celebrate success.