My Turn Your Turn

Goal: This game is aimed at synthesizing three “skills for learning:” listening, focusing attention, and following directions.

Materials: None

Object of the Game: to follow directions exactly!

Steps:

1. Explain that this game involves taking turns.
2. Call out a series of directions, preceded by the phrase “My Turn,” e.g. “My Turn: clap, touch your cheeks, stand up.”
3. Pause for a few seconds. At this point, students must focus their attention on remembering the directions in order.
4. Say “Your Turn” to signal that students may begin following the directions.

Variations: To make the game easier, you may demonstrate the sounds and movements as you describe them. You may also permit students to describe the sounds and movements as they perform them. As students improve at the game, you may increase the difficulty level by lengthening the pause and/or listing more than three directions.

Source: Committee for Children’s “Second Step” Curriculum