Simon Says

Goal: This game is primarily aimed at developing students’ capacity for following directions. It may also develop other “skills for learning,” such as listening and focusing attention.

Materials: None

Object of the Game: to follow directions exactly!

Steps:

1. Direct students to find their own personal space.
2. Call out direction, e.g. touch your toes; do a jumping jack. If the direction is preceded by “Simon Says,” then students are expected to follow it. If the direction is not preceded by “Simon Says,” they are expected to ignore it.

Variations: As students improve at the game, increase the difficulty level by quickening the pace and/or acting out a different direction, e.g. touch your knees as you say “Simon says stick out your tongue.”

There are many variations of this game. Students may have a certain number of lives and then sit out when they have used them all. Since this game offers practice for following directions, we prefer to have all students play the entire game, regardless of any mistakes they might make.