

Simon Says

This game is good for the beginning of class to get the kids focused and excited for the events of the day. The teacher or “leader” begins the game by having all the kids stand in front of him/her. The leader gives instructions, but only those instructions preceded by "Simon Says" are to be followed. If someone fails to follow such an instruction or follows an instruction that is not preceded by "Simon Says" they must leave the game. The last person remaining in the game other than the leader is the winner and will become the new leader in the next game.

Simon Says is a game of strategy. Talking fast, starting and quickly stopping patterns of instructions or doing actions that are different from the instructions are ways in which the leader can make it harder for people to follow instructions.