

SIMON SAYS

READY

EQUIPMENT:

NONE

SET-UP:

PLAYERS FORM A LINE

NUMBER OF PLAYERS: 4+

TIME: 10 MINUTES +

EXPLAIN

- 1 Players line up standing 6 feet away from each other.
- 2 The leader is Simon. Players must listen carefully.
- 3 When players hear, "Simon says," they must do that movement.
- 4 Do not do any movements without hearing, "Simon says."
- 5 If a player messes up, he or she runs in place, then rejoin the game.

✓ **For Understanding:**

- What do you do when you hear, "Simon says"?
- What do you do if you mess up?

GAME TIP:

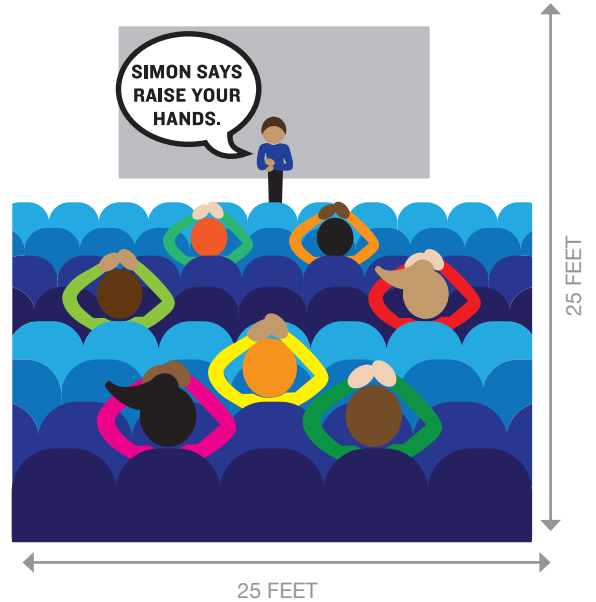
- Increase the pace and do the actions to keep challenging the players.

CONFLICT RESOLUTION TIP:

- Play non-elimination to avoid idleness.

PLAY → REP IT OUT!

- **EASY:** Say the commands slowly.
- **MEDIUM:** Increase the speed of the commands.
- **HARD:** Add different movements into the game.



CATEGORY:
 ACTIVE LISTENING

ENVIRONMENT:

AUDITORIUM
 CAFETERIA,
 CLASSROOM
 HALLWAY,
 LIBRARY,
 PLAYGROUND

GRADES:

K-5

FITNESS FOCUS:



BACK-UP GAMES:

SPARK
 TEMPLE RUNNER
 UP, DOWN, JUMP,
 CLAP