

14. Simon Says!

Description

Arrange pupils on their own spot marker in a large circle. Invite one pupil to play the role of Simon, and to stand on a spot marker in the centre of the circle. Simon instructs the pupils as to what they must do. However, the pupils must only obey the commands that begin with the words "Simon Says."

If Simon was to say, "Simon says touch your nose," then pupils must touch their nose. But, if Simon was to say, "jump," without first saying "Simon says," pupils must not jump.

Equipment

- Spot Markers

Variations

- Rotate the role of Simon regularly.
- Create multiple playing circles based on pupil ability.
- To challenge the pupils increase the speed of the instructions given.

