

# Simon Says with a Twist

# PLAY

To help students practice listening, following directions, and physical coordination through a fun and active version of Simon Says, incorporating creative movements like hopping and crawling. The game also promotes self-control by encouraging students to only follow commands that include "Simon says."



## Learning Intentions

**I can practice listening skills by carefully following the instructions when I hear "Simon says.":**



This helps students focus and listen attentively to the instructions before acting.

**I can develop physical coordination by performing different movements like hopping, crawling, or stretching:**

This promotes body awareness and helps improve motor skills through physical activity.

**I can follow directions by participating in the game and making sure I only do what Simon says:**

This encourages students to follow rules and practice self-control, especially when it comes to listening carefully before acting.



## Success Criteria

**I can listen carefully to the instructions and only perform actions when "Simon says.":**

This ensures that students are engaged and practising their listening skills.

**I can perform the physical movements, such as hopping, crawling, or balancing, with coordination and control:**

This helps students develop their physical coordination and understand how their body can move in different ways.

**I can follow the rules of the game by stopping when Simon does not say, building self-control and attention:**

This encourages students to focus and control their actions, only responding when they hear the right cues.



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## Objective:

To help students practice listening, following directions, and physical coordination through a fun and active version of Simon Says, incorporating creative movements like hopping and crawling. The game also promotes self-control by encouraging students to only follow commands that include "Simon says."

**Players:** Ideal for 4-20 students.

## Materials:

- Open space for movement (indoor or outdoor).
- Optional: A leader or teacher who acts as "Simon."

**Time Required:** 10-15 minutes.

## Setup:

Ensure students have enough space to move freely. Designate a leader to be "Simon" and get ready to start giving the instructions. You can play the game in a circle or have students spread out in a designated area.

## Gameplay:

### 1. Explain the Game:

Explain to students that they will be playing "Simon Says," but with a twist! Instead of just simple actions, they will be asked to perform fun and creative movements, such as hopping like a kangaroo or crawling like a crab.

### 2. Start the Game:

The leader (Simon) begins by saying things like, "Simon says hop like a kangaroo," or "Simon says crawl like a crab." The students must immediately do the movement as instructed.

### 3. Introduce the Challenge:

Occasionally, the leader will give a command without saying "Simon says," for example, "Touch your toes." If students perform this action without hearing "Simon says," they are out or simply need to pause until the next round. This teaches them to listen carefully.

### 4. Keep the Fun Going:

Continue the game with different actions, adding variety to the movements (e.g., "Simon says dance like a butterfly," "Simon says jump in place," "Simon says pretend to swim"). Encourage students to be creative with their movements!



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## 5. End the Game:

After several rounds, gather the students and review the fun movements they did. You can end the game with a discussion on how important listening was in the game and how they were able to control their bodies while following the directions.

## Winning the Game:

There is no winner in this game. The goal is for students to practice listening, following directions, and moving their bodies in creative ways. Success is measured by how well students listen and engage with the game.

## Family or Classroom Variation:

In a family or classroom setting, you can take turns being "Simon" and letting different students lead the group with their own fun movements. This variation encourages leadership skills and creative thinking.

## Additional Notes:

"Simon Says with a Twist" is an excellent game for building listening skills, following instructions, and improving physical coordination. It allows students to practice self-control by responding only when they hear the correct cue and helps them develop body awareness through a variety of fun and active movements. This game can also be adapted to different age groups and abilities by adjusting the complexity of the movements.