

**GAME**

SIMON SAYS

**AGE**

From 3 years old and on

**WHERE TO PLAY**

Anywhere

**NUMBER OF PLAYERS**

At least 3

**NEEDED MATERIAL**

None

## **RULES AND DEVELOPMENT OF THE GAME**

One of the players is “Simon”, and he or she is the one who directs the game.

“Simon” must command the others to do different things, but they must obey only if “Simon” starts the command with the words “Simon says...”.

For example:

SIMON: “Simon says: jump”.

Then the other players must jump.

But :

SIMON: “Jump”.

Then, the players must stay without moving. Those who make the action when “Simon” doesn’t begin with “Simon says...” will be eliminated, and also those who are too slow to obey when “Simon” says “Simon says...”.

Obviously “Simon” can not command impossible things, and if somebody can not perform the action, but he or she is trying to do it or acting to do it, he or she won’t be eliminated.

The winner will be the one who remains when the rest have been eliminated, and he or she can be “Simon” or will choose a new “Simon”.

### **POSSIBLE APPLICATION IN EDUCATION (SUBJECT, LEARNING FIELD, ...)**

This game is a very good way to improve vocabulary in foreign languages, not only to learn action words, but also you can play with your students sitting on their chairs and with a pen and paper, so you can play “Simon says: write down an irregular verb” or a comparative adjective, or a preposition.

It can also be used in this way in any other subject, for example “Simon says: write down  $3 + 3$ ” and the students must write down the result, or “Simon says: write down the capital of France”, etc.

### **TYPE OF LESSON**

This game can be used as a warm up activity for example at the beginning of a week to make students remember what the previous week has been taught.