

Building Our Classroom Community

BLUEPRINT

Dear Families,

We have been playing “Simon Says in school!” Ask your child what they remember about the game, how to play it, and what they liked about it. Gather family and friends together to play at home. Invite your child to explain the game to the group. Depending on the set of directions you give, this game can help your child improve their body awareness, develop their motor skills (e.g. hopping, balancing), practice following directions, and practice counting.

How to Play

Choose someone to be “Simon” the leader of the game. Simon faces the players and gives them directions. Sometimes the leader begins by saying “Simon says...” For example, “Simon says touch your shoulders.” If the leader says “Simon says” the others should follow the directions. Make sure children understand the directions by modeling the movement if necessary. If the leader does not say that phrase, the others should not move.

Ways to Vary the Game

- Change the leader’s name from Simon to the name of someone in your family.
- Ask the players to do a movement a certain number of times (“Simon says jump up three times”).
- Ask the players to mimic animal movements (“Simon says hop like a bunny”).

In school, we keep the game positive and inclusive. We don’t ask children to sit out if they make a mistake. We gently remind them to listen closely and encourage them to follow directions.

