Simon Says

Play Simon Says! If you say, "Simon Says" before a command, children should do it. If you give a command without saying "Simon Says," they aren't supposed to move.

Start simple with one-step directions (e.g., "Simon Says, jump!"). Model the movements as you play. Use in a transition or to help children get ready for something (e.g., "Simon says, get your coat and backpack!").

For more support, pair a visual with the command to cue children to move or stay still. For example, when you say, "Simon Says," hold up a green light. When you don't say "Simon Says," hold up a stop sign.

Narrate and Label

Focus and Attention

"You are listening so closely to hear if I say, 'Simon Says.'"

"You didn't jump when I said 'jump' because I didn't say 'Simon Says.' Nice listening!"