

## Objective

By the end of this lesson, the student will be able to follow and understand simple commands through playing a game of Simon Says.

## Materials and Prep

- A set of command cards with words like sit, jump, sing, spin, etc.

## Activities

- Show the student the command cards and explain that you will be playing a game of Simon Says.
- Start by demonstrating a command, such as "Simon says, jump!". Encourage the student to follow the command.
- Take turns being the leader and the follower. The leader will hold up a command card and say "Simon says" followed by the command. The follower should only perform the action if "Simon says" is said before the command.
- Continue playing the game with different commands, encouraging the student to listen carefully and follow the instructions.
- Once the student is comfortable with the game, you can introduce variations such as playing without saying "Simon says" or increasing the speed of the commands.

## Talking Points

- When we play Simon Says, we have to listen carefully to the commands.
- It's important to wait for "Simon says" before doing the action.
- We can take turns being the leader and the follower.
- Let's practice different actions like sitting, jumping, singing, and spinning.
- Remember to have fun and enjoy the game!