

Objective

By the end of this lesson, the student will be able to follow simple instructions through the game of Simon Says, demonstrating their ability to copy different actions such as jumping, clapping, and other fun movements!

Materials and Prep

- No specific materials are needed for this lesson, just a fun space to play!
- Make sure the play area is safe and has enough room for jumping and moving around.
- Be prepared to model the actions clearly so the student can see and understand what to do.

Activities

- **Simon Says Warm-Up:** Start with a short warm-up where you demonstrate simple movements. For example, say "Simon says jump!" and jump together. This helps the student understand the game and get excited!
- **Simon Says Game:** Play a classic game of Simon Says. Give commands like "Simon says clap your hands!" or "Simon says spin around!" Make sure to mix in some commands without "Simon says" to see if the student is paying attention!
- **Creative Movement:** Encourage the student to come up with their own actions. Ask them to say "Simon says" and lead you in a fun movement, like hopping on one foot or making silly faces!
- **Freeze Dance:** While playing Simon Says, add a twist by saying "Simon says freeze!" at random times. When you say freeze, everyone must stop moving and hold their position until you say "go!"

Talking Points

- "Do you know how to follow directions? Let's practice with Simon Says!"
- "Remember, only do what Simon says! If I don't say 'Simon says,' you don't do it!"
- "What fun movements can you think of? You can be Simon too!"
- "When we play, it's important to listen carefully. Can you show me how good you are at listening?"