

Connections Activity

Title/Skill:	Simon Says with Rules
Connection Goal:	Personalization (Ice Breaker)
Grade Level:	9-12
Month:	
Time Needed:	10 minutes or more

Handouts/Materials Provided:

- No materials needed

Summary of Activity for the Advisor:

1. Arrange students in a circle and tell them the game does not officially start until the leader says “THE GAME OF SIMON SAYS BEGINS NOW” and the game officially ends when the leader says “THE GAME OF SIMON SAYS ENDS NOW”.
2. There are two rules the participants have to follow. First, the participants have to do what SIMON SAYS when he/she says SIMON SAYS. The second rule is that if a participant makes a move without the leader saying the command SIMON SAYS, the participant(s) have to say OOPS, but can continue to play the game.
3. Whoever has the least amount of OOPS at the end of the game, is the WINNER.
4. Remember, to start the game, the leader has to say says “THE GAME OF SIMON SAYS BEGINS NOW” and to end the game he/she has to say “THE GAME OF SIMON SAYS ENDS NOW”. Throw in some variations to throw the participants off. For example, the leader can start the game by saying SIMON SAYS clap your hands before saying “THE GAME OF SIMON SAYS BEGINS NOW” and see how many participants make a move.
5. Try letting a student lead it after a couple of rounds.

Read/Review/Discuss/Do with students:

Key Points: Communication, listening, following directions

Debrief: Read/Review/Discuss/Do with students:

What did you learn from this activity?

How successful were you?

- What skills did it take to be successful?
- What would an outside observer have seen as the strengths and weaknesses?
- What lessons did the group learn from this exercise which could be applied to future situations?