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| **Section: Simon Says!** | | | |
| **Objective:** | | This is a fun game for students to understand how important listening is and for them to practice it. The body movement also focuses on motor skills and provides a movement break for children  SEL Competency: Self Management  Developmental level: Foundational  Key message: I can listen carefully and follow instructions.  Time: Variable depening on number of instructions called. Min 6 mins – could extend up to 10 mins for this age group. You can repeat the instructions/ actions if needed. | |
|  | **Character name** | | **Content:** *Format*  (TONE OF ADDRESS)/‘Lines from script’/song/sound clip no. |
| **1.** | FX (sound FX) | | *STANDARD INTRODUCTORY JINGLE NO.xx* |
| **2.** | Host | | Today we’re going to play a game called Simon says! In this game, I am the leader. You have to listen very carefully and do what I tell you to do if I say “Simon Says”.  Let’s practice that part first! Are you ready? |
| **3.** | All | | Yes! |
| **4.** | Host | | Ok! Make sure you are standing up for this!  Simon says, touch your nose (pause) |
| **5.** | FX (sound FX) | | Sound to indicate action – like a low ping, plodding sound? |
| **6.** | Host | | Did everyone touch their nose? |
| **7.** | All | | Yes |
| **8.** | Host | | Did you touch your nose at home? (pause) |
| **9.** | FX (Sound FX) | | 5 Seconds sound to let children at home respond |
| **10.** |  | | Well done! Now remember, if I say Simon says, you have to do what I say. But, if I don’t say Simon Says, you don’t do what I say!  Do you understand? |
| **11.** | All | | Yes |
| **12.** | Host | | Ok ready to play? |
| **13.** | All | | Yes |
| **14.** | Host | | Simon Says touch your knee (pause) |
| **15.** | FX (sound FX) | | Sound of children moving around, rustling and murmering |
| **16.** | Host | | Did you touch your knee? |
| **17.** | All | | Yes |
| **18.** | Host | | Did you touch your knee at home? (pause) |
| **19.** | FX (Sound FX) | | 5 Seconds sound to let children at home respond |
| **20.** | Host | | Very good!  Simon says touch your toes |
| **21.** | FX (sound FX) | | Sound of children moving around, rustling and murmering |
| **22.** | Host | | Did you touch your toes? |
| **23.** | All | | Yes |
| **24.** | Host | | Did you touch your toes at home? (pause) |
| **25.** | FX (Sound FX) | | 5 Seconds sound to let children at home respond |
|  | Host | | Well done! Ready to keep playing? |
|  | All | | Yes |
|  | Host | | Ok!  Touch your head |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Child A | | Oh no! I did it but you didn’t say Simon Says! |
|  | Host | | Oh no! How about anyone else? did anyone else touch their head? |
|  | Child C | | (SIGHING) Me |
|  | Host | | What about at home? Did anyone listening at home touch their head? |
|  | FX (Sound FX) | | 5 Seconds sound to let children at home respond |
|  | Host | | No problem! You’ll get better at the game as we keep playing!!  Just remember to listen really carefully!  Simon Says touch your head |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Simon Says jump in the air |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Turn around |
|  | FX (sound FX) | | Noticeably silence |
|  | Host | | Simon Says touch your hand |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Clap your hands |
|  | FX (sound FX) | | Sound of one or two tentative claps |
|  | Host | | Uh oh! I heard a clap there! Did I say Simon Says? |
|  | All | | No |
|  | Host | | What should we do when we don’t hear “Simon Says”? what do you think at home? |
|  | FX (Sound FX) | | 5 Seconds sound to let children at home respond |
|  | Host | | What o you think? |
|  | Child A | | Nothing! |
|  | Child B | | Yeah, don’t move! |
|  | Host | | Vry good! Will we keep playing? |
|  | All | | Yes |
|  | Host | | Ok remember to listen really carefully. When I say Simon says, do what I say but when I don’t say Simon says, do nothing!  Simon says shake your head |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Touch your tummy |
|  | FX (sound FX) | | Noticeably silence |
|  | Host | | Simon says spin around |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Simon says raise your arms |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Blink your eyes |
|  | FX (sound FX) | | Noticeably silence |
|  | Host | | Touch your nose |
|  | FX (sound FX) | | Noticeably silence |
|  | Host | | Simon says touch your ears |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Shake your head |
|  | FX (sound FX) | | Noticeably silence |
|  | Host | | Simon says clap your hands |
|  | FX (sound FX) | | Sound of children clapping |
|  | Host | | Simon says touch your mouth |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Touch your toes |
|  | FX (sound FX) | | Noticeably silence |
|  | Host | | Simon Says touch your hand |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Touch your tummy |
|  | FX (sound FX) | | Noticeably silence |
|  | Host | | Simon says spin around |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Simon Says touch your knee (pause) |
|  | FX (sound FX) | | Sound of children moving around, rustling and murmering |
|  | Host | | Wow. That was so much fun! Did you have fun! |
|  | All | | Yes |
|  | Host | | Did you make some mistakes when you were playing? |
|  | All | | Yes |
|  | Host | | Why do you think you made mistakes? |
|  | Child A | | Because we were going so fast! |
|  | Host | | Yes! Any other reasons? |
|  | Child C | | Ummm… because sometimes I wasn’t listening? |
|  | Host | | Very good. It’s hard to listen carefully when there are lots of things to do very quickly!  We make mistakes when we are not listening.  We followed the actions I called out even when I didn’t say Simon Says. We did not always listen carefully to the words.  Sometimes, when we don’t listen carefully we can miss the most important part of what someone is trying to say. |
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