

Simon Says

Equipment

- none

Instructions

We are about to play a game called Simon Says. For the purpose of this game, I am the leader, and you are the "lead-ees".

Once the game has begun, I will begin to give you instructions, and ask you questions. If I precede an instruction with the words "Simon Says", I want you to follow the instruction to the best of your ability. If I precede a question with the words "Simon Says", I want you to answer the question (out loud) to the best of your ability.

Any instructions or questions that are not preceded by "Simon Says" should be ignored, and you should do nothing, and say nothing. If you do or say something when you are not supposed to, I want you to give yourself a point. (This includes flinching.)

For this game, we will be using the honor system, so I want you to keep track of your own points. There is no elimination from the game, so at no time are you out, unless you wish to be. If you choose to remove yourself from the game at any time, you may step out of the playing area. The game will continue until I instruct you that the game is over.

Note: If Simon asks you to do something that makes you feel uncomfortable, you may skip that instruction without giving yourself a point.

For the purpose of this game - demonstrate:

- Hands up
- Hands down
- Clapping position
- Turn right
- Turn left

Any questions before we get started? The game has now officially begun.

Possible Sequences

- Hands Up - Hands Down
- Move Around the Room - Turning Left and Right
- Marching
- Clapping

Discussion Questions

Did you find the game more difficult than anticipated? Why?

Discussion Topics

Communication Issues

- Anticipating what is about to be said
- Thinking ahead overrides listening
- What is seen overrides what is heard

Learning - Not being eliminated

- Gives chance to experiment and learn
- Don't look at points as being negative

Integrity - Honor System

Focus (sports teams)

Leadership

- Do what I say, not what I do
- How to care for the people you are leading, and get the best out of them

Tips

- Go slow, slow works better
- Be sympathetic, you are not the adversary!
- Challenge people, but also allow them to succeed