

29. Simon Says

Whether you're waking them up on a Monday morning or sending them home on a Friday afternoon, this one is bound to get them excited and wanting more. The only danger I have found with this game is that students never want to stop playing it.

Stand in front of the class (you are Simon for the duration of this game). Do an action and say Simon Says [action]. The students must copy what you do. Repeat this process choosing different actions - you can be as silly as you like and the sillier you are the more the children will love you for it.

Then do an action but this time say only the action and omit 'Simon Says'. Whoever does the action this time is out and must sit down. The winner is the last student standing.

To make it harder, speed up the actions. Reward children for good behavior by allowing them to play the part of Simon.

