

# How to Play Simon Says

**Simple Simon Says is a copying game** for 3 or more players.

[Younger Children's Version](#) Older Version. 1 player takes the role of "Simon" and tells or demonstrates what others are to do.

If you are playing ESL games it is a good way to slow down and have players repeat words while moving, pointing or otherwise indicating the named subject. This can be a great game to play in the context of Drumbeat.

The list of possible actions are endless "jump in the air" or "stick out your tongue" "click your fingers"

For the leader to be followed he or she must remember to say Simon Says

The tricky part comes when the leader doesn't say Simon Says. Players are dropped out if they do the action when the leader hasn't said Simon Says.

Players are eliminated from the game by either following instructions that are not immediately preceded by the trigger phrase or by failing to follow an instruction which does include the phrase "Simon says".

Whilst the game is useful for many purposes such as helping younger students develop the ability to distinguish between valid and invalid commands. In the case of Global Citizens Art Activities the purpose is to help students develop the required skill set for mirroring. [Simple Mirroring Exercise](#) [What is Mirroring?](#)

For the Leader the object of the game is to get all of the players out by tricking them with false commands.

The winner of the game is usually the last player who has successfully followed all of the given commands.

Sometimes there can be a 'stalemate' at the end of the game and there has to be a truce called.

Occasionally however, 2 or more of the last players may all be eliminated by following a command without "Simon Says", thus resulting in Simon winning the game. Simon Says is a handy useful warm up game that can be used to introduce concepts used in Global Citizens Art