

Simon Says

Introduction: This is a fun project to see how well students can give/follow directions.

Location: This game can be played indoors or outdoors.

Directions:

1. One player is designated as "Simon" and the other players must do whatever Simon says as long as the phrase "Simon says" comes before the command.
2. If Simon does not say "Simon says" before the command, players are not supposed to follow the command. If a player does follow a command without a "Simon Says," that player is out of the game.
3. It is against the rules for Simon to give impossible commands such as "Simon says put your left leg up. Simon says put your right leg up. Simon didn't say to put your left leg down."
4. The last person to stay in the game is the winner.