



Play/Leisure

Playing Simon Says

Objective

Teach the student to play Simon Says.

Supplies

None

Teaching Steps

Step 1: Teach the student to respond when directions are presented in sets.

Step 2: Teach the student to respond when directions are presented randomly.

Step 3: Teach the student to play Simon Says with peers, taking turns.

Next Steps

Teach the student to respond to faster-paced directions and more casually presented directions (e.g., “Move back a little bit guys”).

Generalization

- Have the student play this game with siblings at home.
- Organize this game at a birthday party and have the student play.
- Play this game on playground with peers.

Exercise

1. Stand the student in a group with peers around him and stand in front of the group. If possible, position another adult behind the student to prompt responses.
2. Review the rules with the student and peers (e.g., say, “Only do what Simon says to do. If I don’t say Simon, don’t do it”).
3. Start by teaching the student to follow directions that “Simon says.”
4. Hold up a written card that says “Simon Says,” and present simple instructions (e.g., “Simon says, touch your nose”).

5. To help the student respond correctly, prompt by guiding the student to follow the instruction that “Simon says,” or have another adult stand behind the student and prompt the response.
6. When the student responds correctly provide praise (e.g., “I like that you are listening to Simon”), and offer a reward such as a token or a small snack.
7. Gradually remove prompts until the student is able to respond to the instructions independently, and remove the “Simon Says” text cue.
8. Once the student can respond to directions when “Simon Says,” teach the student not to respond when the instructions are not preceded by “Simon Says” (e.g., when you say, “Touch your nose,” the student must stand still).
9. To help the student respond correctly, gently hold his hands down to prevent him from responding to the direction, or have the other adult prompt him to keep his hands down.
10. When the student responds correctly, provide verbal praise (e.g., “I like the way you are listening!”), and offer a reward such as a token or a small snack.
11. Gradually remove prompts until the student is able to respond, or refrain from responding, to instructions independently.
12. Teach the student to respond to instructions when they are presented randomly (e.g., mix “Simon says” instructions with instructions that are not preceded by “Simon Says”).
13. Eventually teach the student to respond to a peer leading the game.
14. When it is the student’s turn to be Simon, help him respond correctly by whispering directions to him, or providing him with a written cue of the directions to give.

Error Correction

Provide a verbal reminder to do only what Simon says to do, and repeat the instruction.



Play/Leisure

Playing Simon Says (Continued)

Other Prompting Procedures

- Emphasize “Simon says” while giving the direction (i.e., “SIMON SAYS, clap your hands”).
- Show the student a visual cue (e.g., green dot) when he should respond and a visual cue (e.g., red dot) when he should not respond.

Troubleshooting

Problem: When the student is giving directions, he repeats the same direction over and over.

Solution: If the student is able to read, use textual cues of the directions.

Problem: The student often looks at his peers to see how he should respond.

Solution: Practice this without peers present from time to time to determine if he is listening to the instructions or simply responding based on what his peers are doing.

Helpful Hints

- Have the student and peers take turns being Simon.
- Once the student knows how to follow the instructions of Simon, add other components of the game such as sitting out when he does not follow the instruction correctly.
- Make the instructions fun to follow (e.g., “Simon says, eat a cookie,”).

Sample Skills to Teach

1. “Simon” instruction
2. Non-“Simon” instructions
3. Intermixed instructions
4. Play with only two people
5. Play with a group
6. Peer leading the game
7. The student leads the game