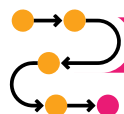


PLAY SIMON SAYS



STEPS

Puff, the Magic Dragon is a very interactive play and includes, for example, the game Simon Says.

To involve students in the play it is recommended to teach them the rules of Simon Says and play it with them beforehand.

One player takes on the role of Simon (this can be the teacher or a student) and gives instructions to the other players, who should **ONLY** follow them if the instruction is preceded by "Simon says".

For example, if the leader says: "Simon says jump!" everybody should jump. But if the leader says: "Turn around!" everybody should stay still.

Here are some other game suggestions:

- **Touch Something:** During the play, the colours are essential. So, to ensure students know the colours, you can play Touch Something. Give the instruction: Touch something + a colour (e.g. "Touch something blue"). Students have to find and touch something of the correct colour.
- **Make a Group:** Numbers are also significant during the show, so we recommend this game to ensure students know the numbers. Give the instruction: Make groups of + number (e.g. "Make groups of five"). Students have to run and form groups of the correct size.



DURATION

30 minutes



DIFFICULTY

Low



SKILLS

- Listening
- Communication



OBJECTIVES

- To help students interact with the actor on the day of the play
- To help students learn the rules of Simon Says