

Simon Say's

- Simon say's is one the favorite games that has been around for years and years. This will improve your players listening skills and improve their concentration.
 - Explain the game rules: When "*Simon Say's*" something you should do it, but when something is said without the words "*Simon Say's*" you must **not** do it.
 - Without using the Ball
 - If you do something without "*Simon Say's*" the player must stand like a statue until "*Simon Say's*" to Move
 - When using the Ball
 - If a player does something without the words "*Simon Say's*" then they must dribble the ball outside the coned area and back in and continue to join in the game
1. Make sure the children are spread out so they cannot touch each other, and start the game
 - a. Without the Ball
 - i. "*Simon Say's*" Move Forward
 - ii. "*Simon Say's*" Move Backward
 - iii. Touch your toes
 - iv. Whoops who touched their toes...Simon didn't say Touch your Toes
 - v. Those that touched their toes stand like a statue
 - vi. "*Simon Say's*" Jump up and down
 - vii. Everyone should join in again
 - viii. Continue with different moves
 - b. With the Ball
 - i. Dribble the Ball
 - ii. Whoops; who started dribbling
 1. Ask them what they have to do and then have them dribble the ball out of the coned area and back in
 - iii. "*Simon Say's*" Dribble the ball and change Directions
 - iv. "*Simon Say's*" STOP
 - v. "*Simon Say's*" Do Toe Touches (Tap the top of the ball with their foot, alternate feet)

