

Unit 2

Simon says.

Preparation: none

Procedure:

1. As a full class, brainstorm instruction language that the learners know. Write it on the board. Your list might include *Stand up. Sit down. Point to _____, Touch _____, Raise your hand. Open your book, Close your book, etc.*
2. Explain that Simon is a man's name. In this game, follow the instructions only if Simon tells them to do so. Give some example sentences.
 - Simon says, "Stand up." (Students stand up.)
 - Simon says, "Point to the door." (Students point to the door)
 - Sit down. (Students should NOT sit down. Simon didn't say it.)
 - Simon says, "Sit down."
3. Once students understand the game, have them work in groups of 6-10. One person is Simon. That person gives the commands. When someone makes a mistake (does something that Simon didn't say), that person becomes the next "Simon."