


Simon Says – Game Instruction

Title: Simon Says

Category: Indoor

Subcategory: Kids

Players: 3 or more

Time Required: 10–20 Minutes 

Description

Simon Says is a classic listening and reaction game that encourages children to follow instructions carefully. One player (Simon) gives commands, and the rest must only obey if the command starts with “Simon says.” It’s an exciting, educational game that sharpens focus and attention.

Materials Needed

- No materials required
 - Optional: whistle or hat for the "Simon" role
-

How to Play

Setup:

Choose one player to be “Simon.” All other players stand in front of them.

Objective:

Follow only the commands that start with “Simon says.” If you follow a command without hearing “Simon says,” you're out.

Rules:

- Simon gives instructions like “Simon says touch your toes.” Players must follow.
- If Simon says a command *without* starting with “Simon says,” and someone follows it—they’re out.
- The last remaining player becomes the next Simon.

Winning:

The last player remaining wins the game.

Tips & Variations

- **Simon can try to trick players with quick or funny commands.**
- **Add music and freeze challenges for more variety.**
- **For younger kids, keep instructions simple and slow.**
- **For older kids, add fast-paced or silly motions.**
- **You can play elimination-free for inclusive fun.**