



How to Play

Choose one player to be the leader. The leader gives commands and the other players follow. But the other players are supposed to follow only when the leader starts the command with “Simon Says.” For example, if the leader says, “Simon Says put your hands on your head,” you should put your hands on your head. But if the leader says, “Put your hands on your head,” don’t put your hands on your head.

Math Talk While Playing

Here are some suggestions for exploring early math concepts while playing. Try to come up with some of your own, too!

Shapes, Space, and Location

- Put your arms behind your legs.
- Turn around to face the back of the room.
- Put one hand on top of your head and one behind your back.

Numbers and Counting

- Hop on one foot five times.
- Jump one time, clap two times, and repeat this three times.
- Go half-way to the door and come back.

Ideas for Math Words to Try and Use

- above, below
- over, under, through
- front, back, behind
- between
- next to
- in, out
- inside, outside
- on, off
- first, last, middle
- high, low
- far, near
- top, bottom
- rotate, turn, flip
- connect, separate
- twist
- big, little
- large, small
- long, short, tall
- narrow, wide

Use hand gestures to highlight the meaning of the words, such as holding up two fingers to show “2.”



Ask questions that encourage children to use math words: “How do you know how many jumps you did?”

Variations

Use dice or a deck of cards to decide how many times to do the command.

Take turns being the leader.

For very young children, play “Follow the Leader” where they always do what the leader says, and then introduce the “Simon Says” rules.