



Simon Says: Boosting Listening & Following Directions

Simon Says is a classic game that's more than just fun — it's a powerful way to build listening skills, self-control, and the ability to follow directions. Perfect for young children, especially those with autism or developmental challenges, this activity helps reinforce receptive language and attention in a playful setting.



How to Play:

1. Choose one person to be 'Simon' (this can be you or your child).
2. Give simple commands that begin with 'Simon says...' such as 'Simon says touch your nose.'
3. If the command does NOT begin with 'Simon says,' the child should not perform the action.
4. Praise your child for correct responses and gently correct any missed cues.



Materials Needed:

No materials needed! Just a bit of space to move and a sense of fun.



Tips for Success:

- Start with easy commands and slowly increase difficulty.
- Use visuals or model the action if needed.
- Keep the pace slow and encouraging.
- Celebrate effort, not just accuracy.



Every round of Simon Says is a chance to connect, teach, and laugh. Use this game as a daily tool to support attention and language skills in a joyful way.

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