

Activity Type

Listening Game: following instructions

Focus

Imperatives

Aim

To practice imperatives.

Preparation

None

Level

Elementary (A1-A2)

Time

10 minutes

Introduction

This classic childhood game is ideal for practicing imperatives.

Procedure

Have the students stand in front of their chairs.

You take on the role of Simon.

Give commands for the students to follow by saying 'Simon says...' followed by an imperative, e.g. sit down, jump in the air, etc.

The idea behind the game is to get students out by sometimes giving commands that don't use the phrase 'Simon says'.

If students respond to a command when you don't use the phrase or fail to follow an instruction that includes the phrase 'Simon says', they are out of the game.

The last student left in the game is the winner.

Example:

Teacher: Simon says sit down.

Everyone sits down.

Teacher: Simon says touch your head.

Everyone touches their head.

Teacher: Stand up.

Tim and Helen stand up. Everyone else doesn't move. Tim and Helen are out of the game.