

## 52 Things to Support your Child's

### Speech and Language Skills.

## Simon Says!

This is a favourite children's game! If your instruction begins with 'Simon says' you follow the instruction, for example, 'Simon says touch your head,' and the child touches their head.

If the instruction does not start with 'Simon says' you do not follow the instruction, for example, 'Stand up,' and the child should not respond.

Begin with single instructions, for example, 'Simon says sit down.' Then increase the number of instructions, for example, 'Simon says touch your head and go to sleep,' and 'Simon says jump up and down, brush your teeth and go to sleep.'

### Make it easier:

- Introduce the rules of the game using a teddy or toy. Give the instructions to the toy and move the toy so they do the actions as requested. Support your child to join in moving the toy and taking turns to do the actions themselves.

### Make it harder:

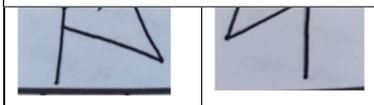
Once your child is familiar with the rules, add 'before.'

For example:

Before: 'Simon says *before* you touch your head, tickle your ear.'

Show your child the order to complete these actions:

1. Tickle your ear.
- 2: Touch your head.



Please encourage your child to take turns in giving the instructions. Make a mistake - do they notice?

