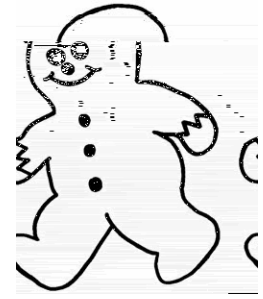


Foxy Says (Simon Says)



Domain:

- Socialization, Language, Gross Motor

Objectives:

- Child will follow directions during a group game activity.
- Child will take turns being "Foxy". (the leader)
- Child will use auditory listening skills to follow directions.
- Child will move body parts as directed.

Materials:

- *Foxy Says* headband



Instructions:

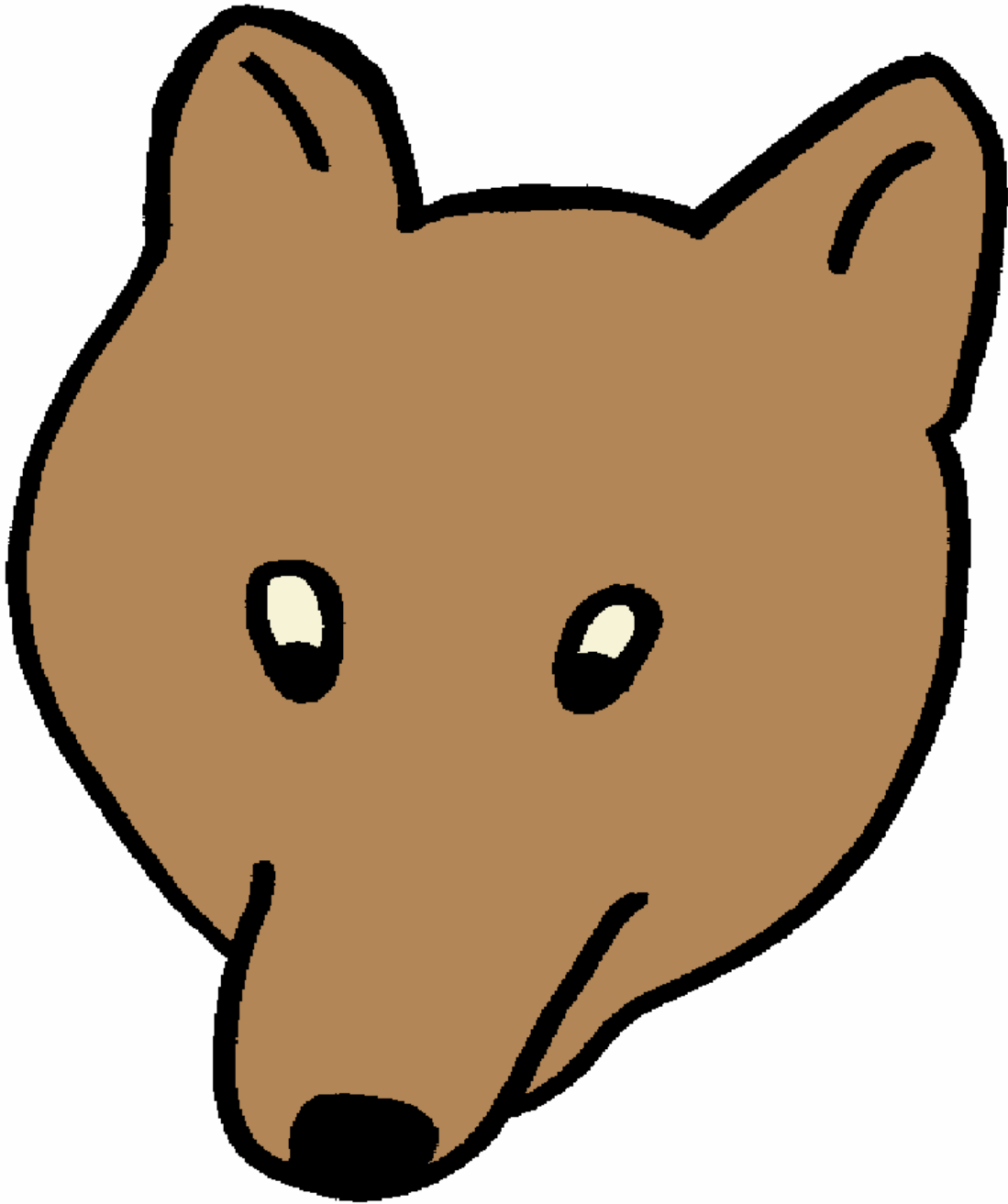
- Prepare foxy headband as directed.
- To begin the game, the teacher will be "Foxy".
- Tell the children that they need to listen very carefully because "Foxy" is going to ask them to do something.
- As you begin this game, use both visual and auditory directions.
For example:
Foxy says: " Put your hand on your head." Foxy would then place a hand on his/her head as the directions are spoken.
- Always begin directions with "Foxy Says" until children are very familiar with the game.
- Do not eliminate children (as in regular Simon Says) if they can not follow directions.
- When children are familiar with this game, allow each child a chance to be "Foxy" the leader.
"Foxy Says" Level Two:
 - Eliminate visual cue. Give only spoken directions.**"Foxy Says" Level Three:**
 - Tell children that they can only move to follow the directions if they hear the words "Foxy Says" spoken first. Remind them that they must listen very carefully.



**These written instructions are not included on the colored CD.
Colored CD's contain graphics only.**

Foxy Says

Headband



- Copy Foxy face onto orange construction paper.
- Cut 2" wide strips to be used as headband.
- Adjust strips to fit around the child's heads.
- Staple or paste Foxy's face to the headband strip.