

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:

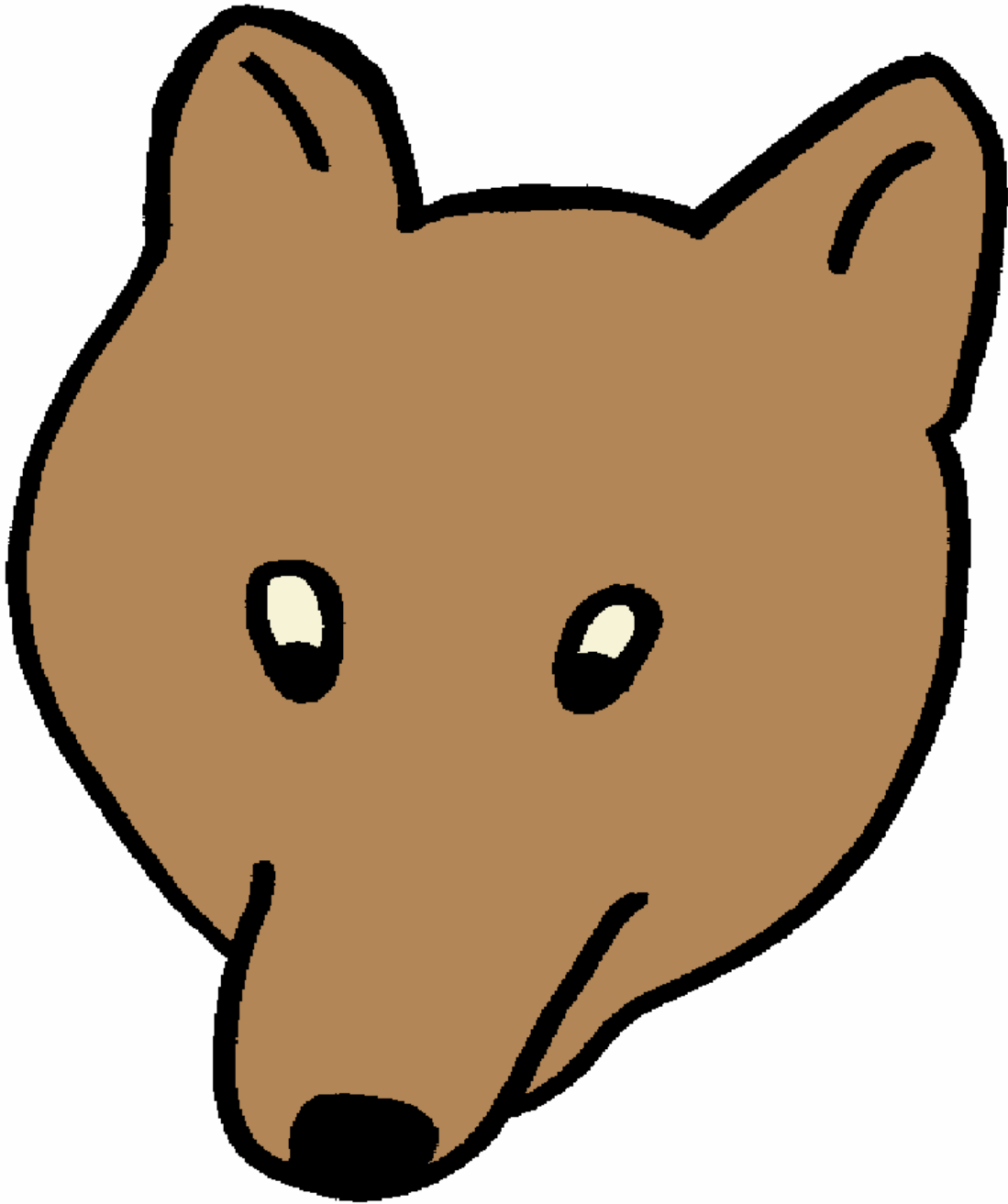
- Prepare foxy headband as directed.
- To begin the game, the teacher will be "Foxy".
- Tell the children that they need to listen very carefully because "Foxy" is going to ask them to do something.
- As you begin this game, use both visual and auditory directions.
For example:
Foxy says: " Put your 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.