

Active with AAC

SIMON SAYS

Simon Says is a simple classic game to get kids up, moving around, and engaged. But, Simon Says also has a ton of language! You can work on following direction, prepositions, colors, body parts, and so much more while playing this game. Be sure to include peers/friends, if you can, to make this game even more fun.

CORE WORDS

Close	Turn
Do	I
Find	You
Jump	Your
Look	Who
Open	What
Put	Uh-oh
Say	Cool
Touch	And

MATERIALS

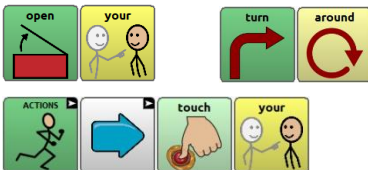
Pictures/ Objects	You Client/AAC User AAC Device
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Model It on the AAC Device

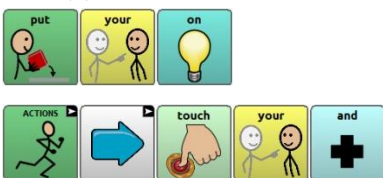
One Word:



Two Words:



Three (+) Words:



Reasons to Communicate	One Word	Two Words	Three (+) Words
Getting Wants/Needs Met (requesting objects/activities/ permission/attention, etc., directing action/to stop, request help)	Put Find Look Open Close Jump Touch Your	Put in Put on Open your Jump on Turn around Put your Touch your Touch XX	Put your XX on Turn around in Turn around and Jump 2 and touch Touch your XX Open your XX Close your XX and Find and touch
Exchange Information (share and show objects, confirm/deny, request information, etc.)	You Your I Do/did Find Look See Say Open Close Jump	You did I did I didn't I say Touch your Open your Who did Who did What did I see Look there Jump up	You did it I didn't say I said touch your XX Touch your XX Open your XX Who did it What did say I see you I saw that Look at that Look at all
Social Closeness/Etiquette (greet, take turns, comment, etc.)	Awesome Cool Uh-oh Like Fun Turn I You Do	That awesome You're cool Uh-oh no Like that That fun Who turn Who do I did You did	That was cool Uh-oh I didn't say I like that That was fun Who wants turn Who will do it I did it Who wants to play It's my turn

Tips to Engage, Expand, and Succeed:

- The best thing about playing Simon Says is that you don't need any materials to play the game, just you and at least one person! And it is a great way to work on so many language skills:
 - Following directions: You can make the directions as difficult as you like, one-step, two-step, three-step, etc.
 - Basic Concepts: You can make your directions include basic concepts such as **in/out, on/off, up/down**. Model these on the device.
 - Other Vocabulary: You can include other specific vocabulary terms, if you want. Are you focusing on body parts? Name those while playing. Are you focusing on colors? Give directions like, "Simon says touch something green." You can also include other vocabulary items if you prepare ahead of time.
- Remember Simon Says is a game, so make sure to keep it natural and model language throughout the game. Did someone follow the direction when Simon didn't say to, comment on that, like "**Uh-oh!**" And try playing with a big group to make it more fun all around!

