



### Activity B.13: Simon Says

#### Learning Objectives:

- 1) Develop ability to follow instructions.
- 2) Practice recognizing ones and tens place values.
- 3) Identify consecutive numbers.
- 4) Identify largest number.
- 5) Identify matching numbers.
- 6) Identify multiples.
- 7) Identify numbers less than  $n$ .
- 8) Addition of three numbers.

#### Examples of Skills Accomplished:

- 1) 53 has a 5 in the tens place; 35 does not.
- 2) 47 and 48 are consecutive numbers.
- 3)  $8 < 10$ .
- 4)  $15 + 12 + 22 > 30$ .

#### Setup:

- 1) Place some sort of small surprise in the bottom of the treasure trove. This is not for children to keep and it can be anything (paper clip, button, eraser, etc.)
- 2) Distribute staircases 3x, 4x, 5x, and 6x (those staircases with at least 10 steps) evenly around Zillio.
- 3) Select appropriate games cards (following this lesson) and place them in the treasure trove.
- 4) Select any 5 foam cards.

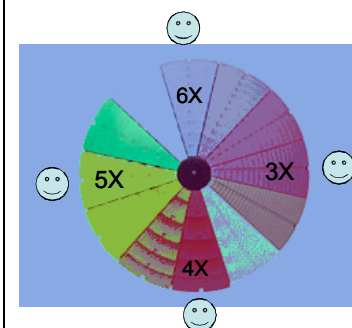
#### Setup Hints:

- Feel free to make up your own "Simon Says" game cards to reinforce your curriculum.
- If you wish, just read from a list or make up the instructions as you go rather than using game cards.

Maximum Number of Players for Small Group Activities: 4

Players Positions: Seated

Grey foam logs: In



Game Objective: Follow instructions when "Simon Says". First one to remove all the tokens on his/her assigned staircase wins.

- 1) Have players help you place random tokens, a mixture of colors on the first ten steps of each staircase in use with the numbered side up. Include prime numbers and several of the same color on each staircase. See chart to the right.
- 2) Assign each player to a staircase.
- 3) Explain the rules to the players:
  - a. They are to listen to the instructions when the card is read aloud and follow the instructions, but only if you say "Simon Says" at the beginning.
  - b. If you do not say "Simon Says" they are to not move any tokens.
  - c. If they make a mistake and move tokens when you did not say "Simon Says" a penalty occurs. Any two tokens have to be put back on the staircase.
- 4) Select a game card from the treasure trove and decide whether to say "Simon Says" or not. Then read the card out loud.
- 5) Each player then follows the instruction read aloud or makes no move because "Simon" didn't say.
- 6) Keep the cards that have already been used in a separate pile until you have used all the cards. Then shuffle the game cards and put them back in the treasure trove to continue play.
- 7) When any player has removed all tokens from his/her staircase, all the players get to take the surprise out of the treasure trove.

Example of random tokens on 1st 10 steps of staircases in play (example only - choose your own - mixing colors and values)				
Step #	Player #1 (on 3x)	Player #2 (on 4x)	Player #3 (on 5x)	Player #4 (on 6x)
10	White 60	Blue 13	Yellow 18	And so on
9	Yellow 32	White 9	And so on	
8	Red 40	Red 47		
7	Yellow 12	White 38		
6	Green 60	Blue 26		
5	White 15	And so on		
4	Blue 2			
3	Red 11			
2	Green 37			
1	Yellow 59			

8) Return the tokens to the correct place in the correct game card.	
<b>Observe and Assess:</b> 1) Students' ability to understand and follow instructions. 2) Identify mathematical terms that need to be reviewed.	
<b>Group Discussion:</b> 1) N/A	
<b>Transition to Paper:</b> 1) N/A	



### Lesson 2-12: Simon Says Game Cards (Grades 1-2)

1. Reproduce this page.
2. Cut along the lines into individual cards.
3. Put game cards into the Treasure Trove.

Remove any two tokens of your choice.	Remove all tokens whose color matches your staircase.	Roll a dice. Remove all tokens that have the number rolled in the tens place.	Both you and a neighbor remove tokens if you have a matching pair (number not color).
Move the token with the largest number to the top of the staircase.	Remove all tokens less than 10 (<10) or greater than 40 (>40)	Pick any number from 0 to 9. Remove all tokens on your staircase that have that number in the ones place.	Remove a pair of tokens if the second token equals 10 more or ten less than the first.
Remove pairs of tokens with consecutive numbers.	Remove all tokens whose sum of the digits are equal to 9.	Trade a token with the neighbor to the left of you.	Remove any two tokens whose difference is 19.
Remove all tokens on the top three steps of your staircase.	Remove any token.	Remove all tokens on the bottom two steps of your staircase.	Find and remove three tokens if their sum > 30.
Remove all tokens with odd numbers.	Give your neighbor a token.	Put one token you already removed back on your staircase.	Remove tokens that are a multiple of 5.



### Lesson 2-12: Simon Says Game Cards (Grades 2-3)

1. Reproduce this page.
2. Cut along the lines into individual cards.
3. Put game cards into the Treasure Trove.

Remove any token that is divisible by 6.	Remove all tokens whose color matches your staircase.	Roll a dice. Remove all tokens that have the number rolled in the tens digit.	Remove tokens if you and a neighbor have a matching pair (number not color).
Move the token with the largest number to the top of the staircase.	Pick any two tokens. Remove both tokens if the sums of the digits are equal.	Pick any number from 0 to 9. Remove all tokens on your staircase that is divisible by that number.	Remove a pair of tokens if the second token equals 10 more or ten less than the first.
Remove pairs of tokens with consecutive numbers.	Remove all tokens of any one color on your staircase.	Remove two tokens whose average is $>55$ and $< 60$ .	Trade a token with a neighbor to the right of you.
Remove all tokens on the top two steps of your staircase.	Remove two tokens if their sum is greater than 100.	Remove all tokens on the bottom three steps of your staircase.	Find and remove three tokens if their sum $> 30$ .
Remove two tokens whose difference is a multiple of three.	Roll a dice. Remove any tokens that round to $10 \times$ that number.	Put one token you already removed back on your staircase.	Remove tokens that are a multiple of 5.