

Hunting for Treasure

Students love a treasure hunt! Help them learn to follow directions by giving them each a set of clues. Your child will follow one clue to the next until the treasure is found. The treasure will only be found by following directions properly and can be anything you desire, a special toy, a snack, or a book.



Hokey Pokey is a fun interactive dance with a directive song.

How to play:

Get everyone in a circle and start singing or playing the Hokey Pokey song. Put the hands, feet, head, backside, and whole body in and out of the circle with the Hokey Pokey. Preschoolers will have a blast while listening and following directions to “shake all around.”



**Red Light, Green
Light**



This is an active game that focuses on following directions.

How to Play:

Designate someone to be the traffic cop. All other players are lined up at a starting point. The traffic cop then says either red light or green light. When green light is stated, everyone heads toward the finish line. When red light is called, everyone must immediately stop. The round finishes when all have crossed the finish line. Then a new game can begin.

Modifications:

While this game focuses on listening to follow directions, incorporating visual cues will add another level of learning. Color a red circle and green circle to hold up as that color light is called. In addition, using only the visual cues without speaking could be a fun alternative.

Another way to enhance the game is by incorporating a yellow light. Children will have to slow down or even crawl to get to the finish line when yellow light is called.



Walk and Stop

You can use music to create an upbeat and exciting environment for young students who are just learning to follow directions. Ask children to walk while the music is on and stop once the music stops. You can also change up the directions to make it more interesting for older students by asking them to run, jump, skip or dance while the music is playing. They will find this activity fun, but learn to stop and go on command. This is an important skill at school when transitioning from the classroom to other places inside and outside the building.



Simon Says is a classic listening game that is fun for all ages.

How to Play:

Designate someone to be Simon. Simon then gives a directive by saying, "Simon says..." followed by a given task. An example would sound like, "Simon says...pat your head." Everyone playing would then do what Simon says. If Simon gives a direction without saying "Simon says..." first, and players complete the action, those players are out.

Make the game simple for preschoolers by giving one instruction at a time. Only give directions that your child understands. Also, when starting, you may want to give the directions and show them what you want them to do.

Once they seem to get the hang of it, challenge them by giving them a two-part direction, such as "...jump two times". If the game becomes too difficult, go back to a one-part directive. Keep it fun and engaging.

Modifications:

Change the name from Simon to a more appealing character that preschoolers may be interested in. Maybe incorporate holiday icons like Santa for a game of Santa Says or a movie character such as a Minion for Minion Says. The more relatable the game is to children, the more likely they'll enjoy playing.



Simon Says Extended: Using Multi-Step Directions

Here are some examples of multi-step directions that will work perfectly with Simon Says:

- Point to the door, take a deep breath.
- Touch your knees, put your hand on your hip.
- Give someone a high five and a thumbs up.
- Stand up, hop three times, take a bow.
- Wave good-bye, sit down.
- Stand up, clap your hands, and turn in a circle.
- Touch your head, put the ball in the bucket, and take a bite of a cookie.
- Do one jumping jack, sit down, and close your eyes.
- Cross your fingers, stand up, turn around in a circle, and wink at someone.
- Say your name, turn in a circle, bounce the ball once, and sit down.
- Shake your head, count the chairs in the room, and point to the corner.
- Tap your knees, touch your nose, clap your hands, and take a drink of water.
- Shake your head, snap your fingers, tap your foot on the floor, pat yourself on the head.
- Cross your fingers, stand up, turn around in a circle, and wink at someone.
- Put the pillow on the bed, turn in a circle, hop on one foot, lay down on the bed, and clap your hands.
- Touch your toes, roll the ball to me, take a bite of cookie, touch your head, and sit down.