Simon Says Do the Antonym

From The World of Brian P. Cleary: www.brianpcleary.com

This game is a fun twist on Simon Says to accompany a lesson on antonyms. The object is to do the opposite of the directions “Simon” gives. (e.g., If Simon says, “Simon says sit down,” then students should stand up. If Simon says, “Simon says hop on your left foot,” then students should hop on their right foot.) To ensure that the actions Simon calls off have opposite actions, it is helpful to create a deck of action cards. Print out the attached deck of starter cards or have the class make up their own on the blank cards included.

HOW TO PLAY:
To play, select a leader to be Simon. Every time Simon says to do something, students must do the opposite. Just like in the regular version of Simon Says, students should ignore all commands that don’t begin with the phrase, “Simon Says” and continue doing the action just prior to the directive. Students who don’t do the opposite of the “Simon Says” directive or who ignore the “Simon Says” rule should be seated. The student who lasts the longest becomes the next Simon. (Or simply take turns.)
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stand up

sit down

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hop on your left foot

hop on your right foot

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make a sad face

make a happy face

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pretend to pick up something light

pretend to pick up something heavy
<table>
<thead>
<tr>
<th>Simon Says Do the Antonym</th>
<th>Simon Says Do the Antonym</th>
</tr>
</thead>
<tbody>
<tr>
<td>raise your right hand</td>
<td>raise your left hand</td>
</tr>
<tr>
<td>close your eyes</td>
<td>open your eyes</td>
</tr>
<tr>
<td>look up</td>
<td>look down</td>
</tr>
<tr>
<td>nod your head yes</td>
<td>shake your head no</td>
</tr>
</tbody>
</table>
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