



Simon Says If-Else

STORY

Simon has to set sail with his friend the Potato King soon and needs to test the loyalty of his crew. He decides to see how well his crew can follow instructions.

WHAT YOU NEED

- Someone as Simon
- Remaining children as crew

INFORMATION

Target Age : 3 - 6

Time Required : 15 - 30 mins

Skills learnt : If-Else Conditional, Critical Thinking

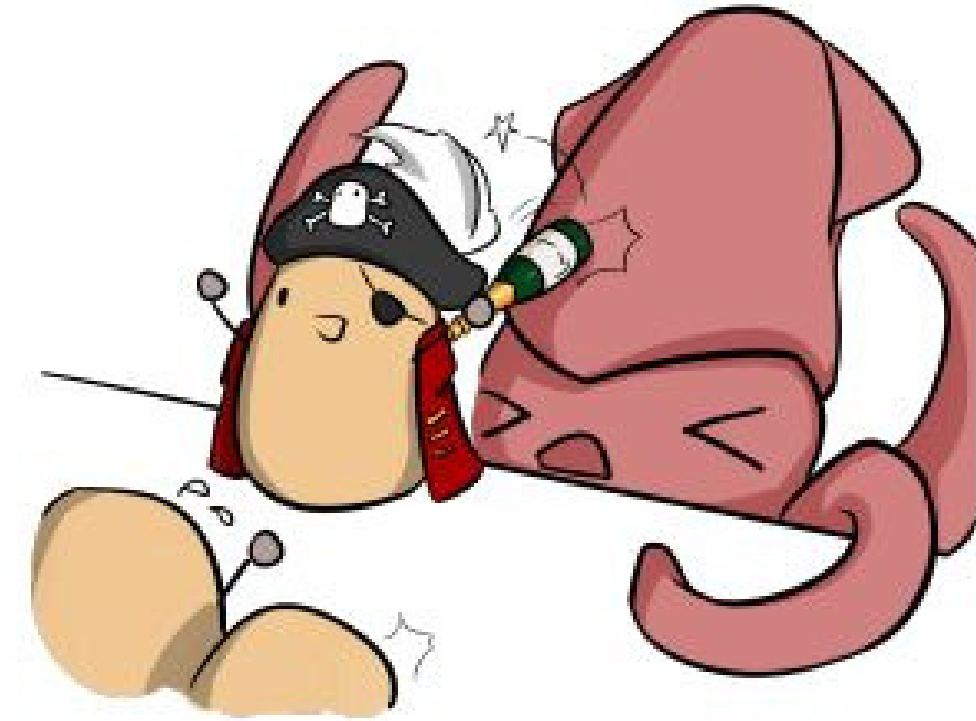
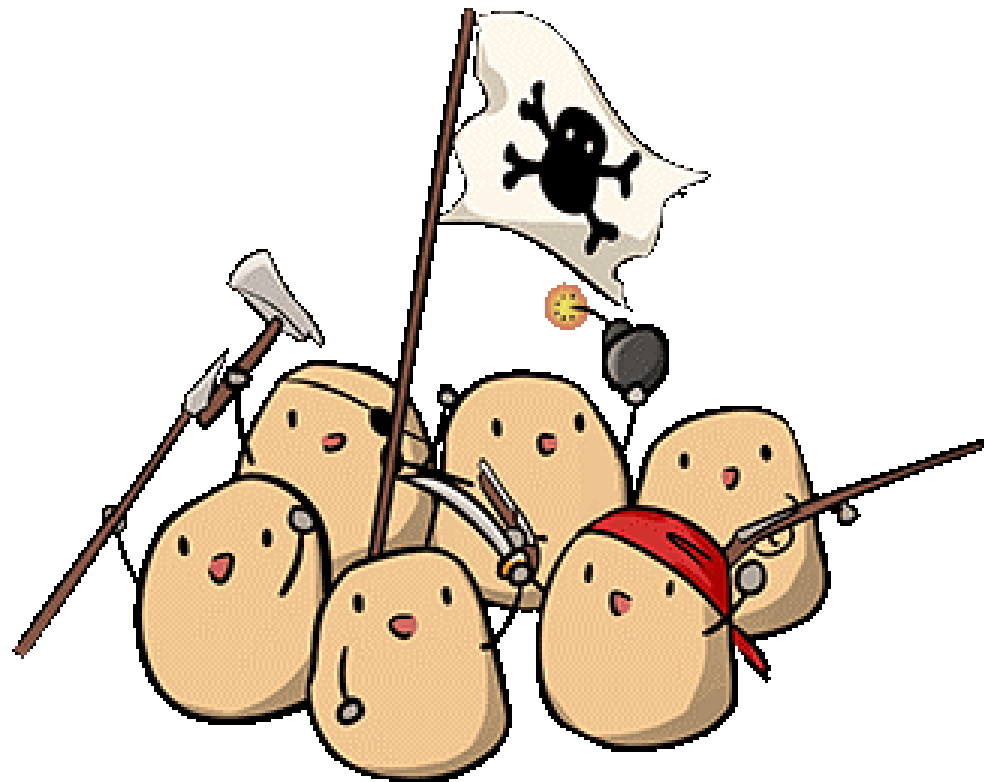
WIN

Only one crew member remains.

GAME PLAY

1. Simon gives orders

- Simon thinks of an action he/she will do
- He/she gives orders in the format "If I _____, then everyone _____. Else, everyone _____."



2. Crew follows orders

- Simon does an action as stated in the orders
- Based on what Simon did, crew members all do the respective action
- Those who do the wrong action are out