

Simon says cards

Dear Parents

This pack of cards was designed for improving comprehension skills in children, particularly following instructions. The first step is to print, cut and laminate the cards. Select the cards that are appropriate for your child's developmental age. You want them to be challenging, but not too difficult or too easy for them. There are a number of ways to facilitate this.

A few ideas are below:

1. Bowling: place the cards face down under bowling pins and take turns bowling and finding the cards under the pins you've hit down. You can do this with paper cups and a ball too.
2. Stick the cards face down on to a wall with prestik. Use bean bags, a fly swatter or any stick or even a ball to hit and select which cards to turn over and complete the task as directed.
3. Treasure Hunt: You can hide all the cards around the room/house and make your child go to find them and as they find each one they must do what it says
4. Mystery bag/box: Throw all the cards into a "mystery bag/box". Take turns to choose and compete a card
5. Traditional "Simon Says" if your child is old enough
6. Get creative with this and make your own games! Post and tag us if you enjoy these cards!

Enjoy!

Nasiha Arbee

Speech Therapist

The Speech Space



Clap your hands



Touch your head



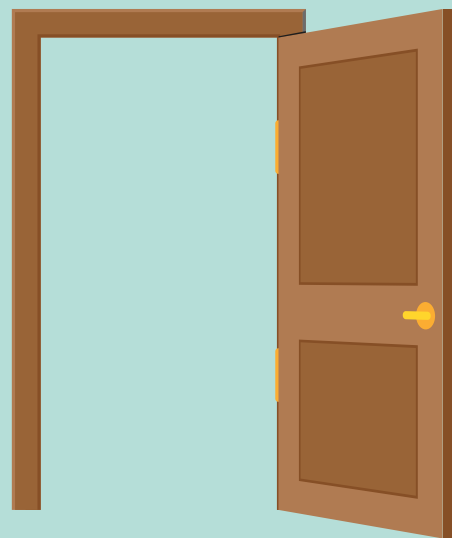
Touch your toes



Touch your nose



Sit down



Open the door



Close the curtains



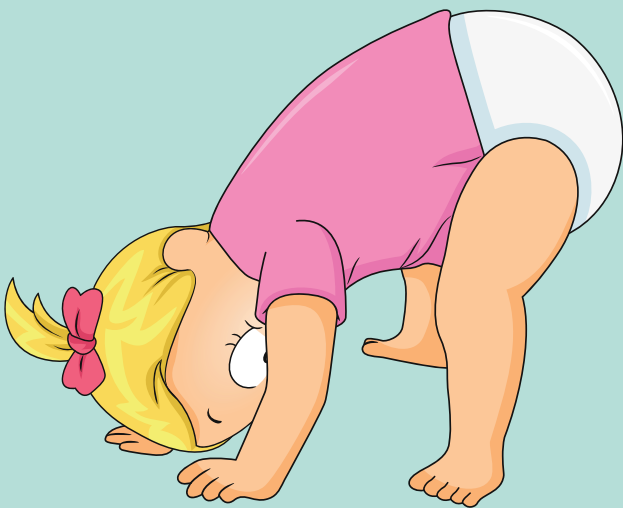
Put on your shoes



Jump up high



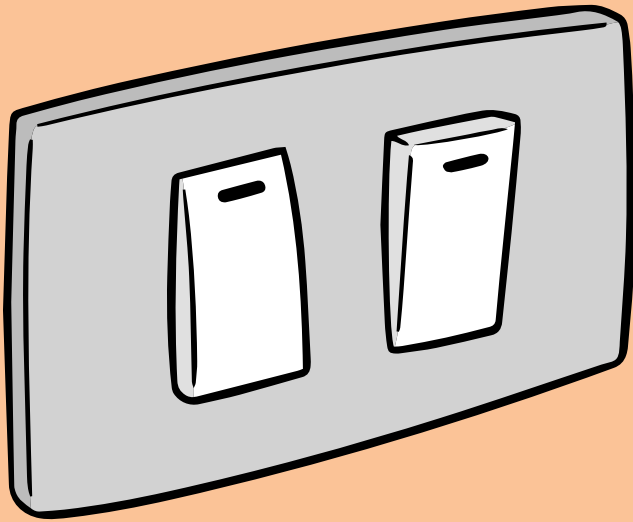
hop 3 times



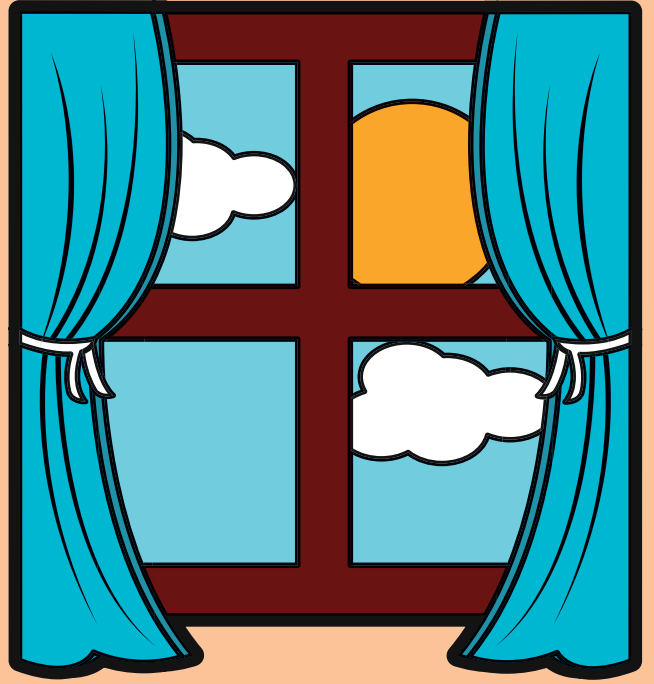
Bend over



Give a hug



**Go to the switch and
turn the light on**



**Go to the window and
close the curtains**



**Get your jacket and
put it on**



**Go to mum and give
her a kiss**



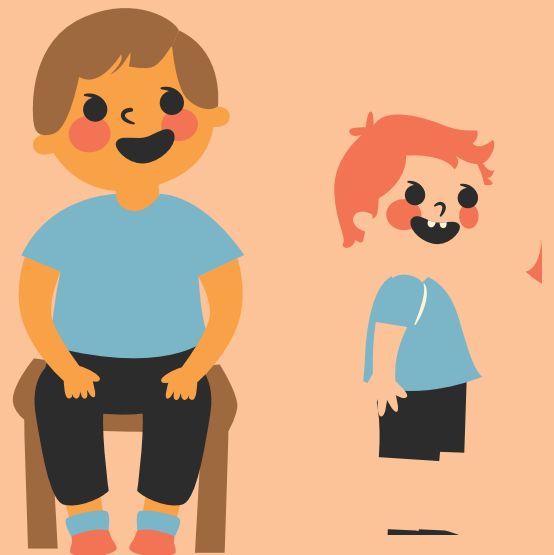
**Take your shoes off
and sit down**



**Get your book and
open it**



**Touch your head and
then touch your nose**



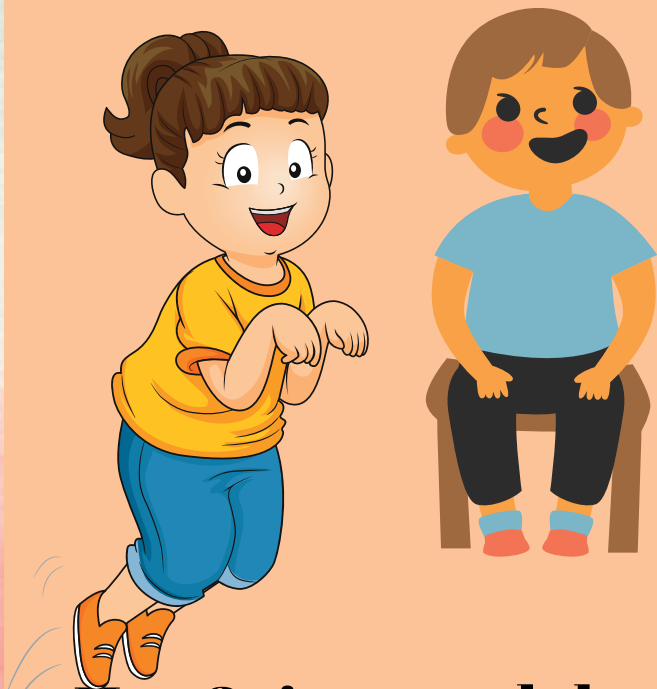
Sit down and stand up



**Get a cup and give it
to mum**



**Clap your hands and
say 'hooray'**



**Hop 3 times and then
sit down**



**Get the ball and
throw it up**