Simon says / Jacques a dit

Goal: To practice French body part vocabulary

Supplies:
- Optional: Word wall of body part vocab

How to Play:
1. One person starts at the front as Simon. The first few times this should be the teacher, but after a while, a student can take on the role. They give directions in French.

2. If the instruction starts with "Simon dit", the students should follow the instruction.

3. If the instruction does not start with "Simon dit", the students should NOT follow the instruction. You can play for fun, or with more competition so that if a student does the action without the "Simon dit", then they are "out" or they have to do a task before returning to the game (e.g., 10 jumping jacks).

4. To practice body parts, the game should focus on touching various body parts. E.g., "Simon dit, 'Touche ta tête'"

Other notes:
- In French, this game is usually done with "Jacques a dit" instead of "Simon dit". If your students are ready for that, you can use Jacques to make it more authentic ("a dit" means "said" versus "dit", which means "says")
- At the beginning, Simon can also do the actions to get the students familiar with the sounds of the vocabulary. If students are comfortable with the vocabulary, Simon could do no action, or could do an incorrect action to keep the students on their toes!

Variation:
- If you learn negatives, students could change the sentence to be "Simon dit 'ne touche pas ____'" (Simon says do not touch ____).
- This could be modified to fit any vocabulary by using school supplies or features in the class. For example, "Simon dit, 'Touchez un crayon'"
- This could be modified for verbs that the class has learned "Simon dit, Sautez!'" (Simon says, "Jump!"). This could work for verbs such as "sautez!" (jump!), "courez!" (run!), "marchez!" (walk!), "parlez!" (talk!), "arrêtez!" (stop!).