The Previous Command

Materials: An adult that can think of body parts quickly and a second adult to model for at least the 1st round until the children get the idea.

I was reading about games that originated with some tribes and this game was one of them. I went to a conference that offered the CD listed below. A CD named Body Jive has this listed as one of its activities. I don't get any proceeds from listing it. I've just found it to be very useful.

It is sold on this site

http://www.edact.com/body-jive-compact-disc.html.

You can download a sample of the activity for free that will give you an idea how the activity goes. You don't need the CD to conduct the activity, but it certainly makes it easier. It's nice to have the music accompaniment to establish the beat.

Directions: We use this activity as a warm up activity when we conduct our pragmatics groups. It lasts about 5 minutes and gets everyone focused and listening. Children develop the ability to hold information before acting on it. This activity is similar to Simon says except the children perform the command that was said previously, to the command that is being given. We use it as a warm up activity in our social pragmatic groups. The following is the possible sequence of events. It really depends on the leader.

- 1. Students start with hands on hips
- 2. Leader gives 1st command "hands on head"
- 3. Students remain with hands on hips
- 4. Leader gives 2nd command "hands on knees"
- 5. students put hands on head
- 6. Leader gives 3rd command "hands on elbows"
- 7. students put hands on knees
- 8. Leader gives 4th command "hands on toes"
- 9. students put hands on elbows
- 10. Leader gives 5th command 'hands on ears'
- 11. students put hands on elbows
- 12. Leader gives 6th command "hands on chest"
- 13. students put hands on ears
- 14. Leader gives 7th command "hands on nose"
- 15. students put hands on chest
- 16. Leader gives 8th commands "hands on hips"
- 17. students put hands on nose

Just keep going as long as you can think of another body part.