3. Simon berkata

Instructions

This game can be played by the class as a whole, or in small groups.

One student is chosen to be “Simon”.

The others stand in a straight line. Simon then calls out in Indonesian the part of the body which classmates must touch.

Everyone must follow this instruction. If students don’t do it, or touch the wrong body part, they are out and must sit down.

If Simon calls out an instruction without saying “Simon berkata”, any students who obey this instruction are out and must sit down.

The last person standing wins, and becomes the next Simon.