

Simon Says

Duty
Optimism
Honor

Group Size: 8+ participants
Materials: *Just Kids!

Objective & Purpose:

* Members will become aware of their duty as a citizen or a member of a certain group.

Activity:

1. A command starting with "Simon Says" means the players must obey that command.
2. A command without the beginning "Simon Says" means do NOT do this action.
3. Anyone who breaks one of these two rules is eliminated from the remainder of the game.

OPTION:

* Make the game more difficult by having students who talk be out until the following round.

Discussion:

- **DUTY:** What does Duty mean?
- What was your Duty in this game?
- When Simon told you to do something, what happened if you did not do it?
- What happened if you did something Simon did not tell you to do?
- **OPTIMISM:** How did you have Optimism during this game?
- **HONOR:** Did you show Honor in this game?

Life Application:

- **DUTY:** How is this game like real life?
- What are some of your duties?
- **OPTIMISM:** How do you have Optimism in your everyday life?
- **HONOR:** How do you show Honor?
- Why is having Honor so important?

Our duty is the set of things we are called to do or feel the need to do, just like Simon Says.