

Silly Rules for Simon Says

Children will play a game of Simon Says with a fun twist on the rules.

RELATE

The religious leaders added some silly rules to God's rules, which made life pretty hard for the people. Let's play Simon Says today, but I'm going to add some silly rules to the usual way the game is played. Here are the rules:

No laughing allowed.

You can't lift either of your feet off the ground.

You can't lift either of your hands over your head.

You must always face forward.

If I don't start the command with "Simon says," you can't perform the action.

If you break any of these commands, you will have to sit out until the next round. Remember, even if I say "Simon says," but I ask you to break one of the rules, don't do it! Now play the game by giving the kids a mix of things they are and aren't allowed to do. Below are some ideas for commands (give these instructions to the kids in random order).

Things that they *are* allowed to do: clap, rub your belly, touch your nose, touch your eyes, touch your ears, make a funny face to a friend, put your hands on your knees, touch your toes, do the twist, act like a chicken, act like a monkey.

Things that they *aren't* allowed to do (these things violate one of the commands): laugh, march, do jumping jacks, hop on one foot, spin around, pat your head, touch the sky, raise your left hand.

After the game, discuss: **How do you think the people felt when they had to follow so many rules on the Sabbath? Why do you think Jesus was so upset about the extra Sabbath rules?**