

# Quick Activity Ideas for Simon S.I.O.

What follows is a list of quick ideas to help students practice words and sentences from Simon S.I.O. There are ideas for younger students, older students and activities appropriate for either level. Because of various learning styles, the final column identifies which learning styles work best with each activity.

**Key to Learners:** **V = Visual**  
**A = Auditory**  
**K = Kinesthetic**  
**C = Cooperative**

## Ideas specifically for younger students (3rd-5th grade)

| Name of Activity | Brief description  | Learner           |
|------------------|--|-------------------|
| Word Wheel       | <ol style="list-style-type: none"><li>1 Create by cutting out two circles approximately 5 inches in diameter. Cut a small rectangle toward the left side of one circle.</li><li>2 Place an ending sound (e.g. “at”) to the right of the rectangle window. Place the uncut circle under the window circle.</li><li>3 Fasten with a brad.</li><li>4 Write a beginning sound in the open window (e.g. the letter b).</li><li>5 Turn the wheel and add another letter (e.g. the letter r).</li><li>6 Continue adding beginning sounds for your ending sound.</li><li>7 Students turn the wheel, lining up the beginning sound with the ending sound to sound out words (e.g. “bat,” “rat”)</li></ol> <p>Alternate:</p> <ul style="list-style-type: none"><li>• Create a word wheel with a beginning sound (e.g. “b”) to the left of the window and write endings for that sound (e.g. “ug” for “bug,” “it” for “bit”) on the uncut circle beneath to create new words.</li></ul> | <b>V, K</b>       |
| Go Fish          | <ol style="list-style-type: none"><li>1 Make 2 extra sets of flashcards (found in the Teacher Materials).</li><li>2 Cut the flashcards apart so you have a beginning sound and the ending sound.</li><li>3 Pair up students and give each set of students the same flashcards that have been cut.</li><li>4 Students play go fish so they practice making words as they ask their partner if they have a specific word. (e.g. “Do you have rat?” – student would need to have an “r” and an “at”)</li><li>5 Continue until all the cards are won.</li></ol>  | <b>V, A, K, C</b> |

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Memory Game V, A, K, C

- 1 Make 2 sets of flashcards for the words you want students to practice (found in the Teacher Materials).
- 2 Pair up students.
- 3 Turn each flashcard over on a table so the words are hidden, like playing a memory game.
- 4 Students take turns flipping over a flashcard, reading the word, and trying to find the same word (its match).
- 5 Students continue playing until all the cards are matched.

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Collage of Words V, K

- 1 Students look for words from Simon S.I.O. in magazines and newspapers.
- 2 Students cut out the words they find and paste them on paper to create a collage.
- 3 Students can also add pictures from magazines that correspond with the words they cut out.

## Ideas specifically for older students (6th-8th grade)

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**Name of Activity**   **Brief description** **Learner**

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Word Search V

- 1 Create a word search using the words from Simon S.I.O.

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Make up a rhyme/rap with words (sentences) V, A

- 1 Visual students can create the rhyme/rap in BuildAbility, adding background music and visuals.

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Simon Boggle™ V, K, C

- 1 Play the game Boggle (a word game by Parker Brothers).
  - Students search the assortment of letters cubes in a word tray for words of three letters or more.
  - Students form words by finding letters that connect to form a word. They may connect letters horizontally, vertically, or diagonally, to the left, right, or up-and-down.
  - Students may only use a letter cube once within a single word.
  - Students can specifically try to find words from their Simon S.I.O. or use the skills they gain from Simon S.I.O. to form new words.

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Have students chart/graph their progress **V**

- 1 Print out the progress report from Simon S.I.O. daily or weekly.
- 2 Choose an area from the report for the students to graph their progress.
- 3 Students graph their scores to watch their progress.

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Simon Maze **V, K, C**

- 1 Use the Simon S.I.O. maze gameboard provided in the Teacher Materials.
- 2 Laminate the sheet.
- 3 Using a wipe-off marker, write words from Simon S.I.O. in the spaces.
- 4 Pick out the flashcards that correspond with the words you listed on the game.
- 5 Place them face down near the gameboard.
- 6 Students take turns picking up a flashcard, reading the word, and moving to that word on the gameboard.
- 7 The first one to reach the end wins.

## Ideas for either age group

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**Name of Activity**   **Brief description** **Learner**

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Build a Clue **V, C, K, A**

- 1 Group students in pairs or teams.
- 2 One student thinks of a word from Simon S.I.O. and draws one line for each letter in the word. (can be done on paper or board)
- 3 The other students try to guess the word by playing a game similar to hangman, but are rewarded for correct guesses, rather than negative reinforcement for incorrect guesses.
- 4 If a student guesses a correct sound (“is there a “buh,”) the other student places the letter (b) in the correct spot and begins to draw a picture of the word to provide clues by drawing part of the picture for each correct answer. (e.g. if the word is “car,” and someone guesses the sound “kuh,” the other student writes in the letter c, plus draws a part of the picture such as a wheel)

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Build a story **V, K, C**

- 1 Students take turns cutting out words from a magazine/newspaper to build sentences from their sentence strips.
- 2 Students paste the words on paper to build a story, 1-2 sentences per page.
- 3 Students can illustrate the story.

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"Picture it in your mind" **V, K**

- 1 Students choose a sentence strip included in the Teacher Materials.
- 2 Students write the sentence on a piece of paper and then draw a picture to illustrate the sentence.

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Match magazine pictures with words **V, K**

- 1 Students look through magazines to find pictures that represent words from Simon S.I.O.
- 2 Students cut out the picture and paste it on paper in a notebook.
- 3 Students write the word it represents under the picture.
- 4 Students use the notebook as a study tool.

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Flashcards **V, K**

- 1 Students use flashcards included in Teacher Materials to practice reading words.
- 2 Students keep the words they pronounce correctly.
- 3 Students write or type the words they miss.

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Add a word **V, C, K**

- 1 Choose 3 words from Simon S.I.O. that can be rhymed with other words (e.g. rat, seed, trunk).
- 2 Students would write hat, bat, cat, / feed, weed / bunk, junk etc.
- 3 Students compete to try to add as many words as they can to the family in a specified amount of time (e.g. set a timer for 1 minute).
- 4 Students can add words not in Simon S.I.O. that follow the same family pattern.

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Beginning/ending sound missing **V, A, C**

- 1 Pair students and have them each write a beginning sound on a piece of paper or the board.
- 2 Their partner tries to write or say as many words as they know that begin with that letter.
- 3 Students switch places and write ending sounds (paper or board).
- 4 The partner tries to write or say as many words as they know that begin with that letter.

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Write a word **V, K**

- Provide students with various choices for writing their words such as writing them on a magnetic board, magic slate, whiteboards, coated or styrofoam paper plates.

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**Simon 7-Up®****A, K, C**

- 1 Call 7 students up to the front of the classroom.
- 2 The remaining students put their heads down at their seat and raise one thumb.
- 3 The chosen 7 each select a student, secretly press down their thumb, and then return to the front of the room.
- 4 The chosen students stand up and take turns guessing who pressed down their thumb (1 guess per student).
- 5 If a student at their desk guesses correctly, the student at the front of the room asks them to spell a word from Simon S.I.O.
- 6 If the student spells it correctly, they trade places with the student at the front of the room.

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**Simon Pictionary™****V, A, K, C**

- 1 Play Pictionary with the words from Simon S.I.O.
- 2 Place students in teams.
- 3 One student draws a picture of the Simon S.I.O. word while teammates guess the word.

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**Play Bingo****V, A, K**

- 1 Provide students with a list of words from Simon S.I.O.
- 2 Copy the Bingo card template included with the Teacher Materials.
- 3 Students choose words from the list to randomly write on the card.
- 4 Begin calling out words from Simon S.I.O. until someone has Bingo.

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**Word Morph****V, K, C**

- 1 Write a word on the board from Simon S.I.O. (e.g. Joke).
- 2 Call on students to change the beginning or ending sound of the word to create a new word.
- 3 Students continue to change letters to create a new word until there are no additional words to create.