SC&YLT Signal Saus

MALAK'S MAPLE Leadership: Communication



The Adventure:

Draw straws to choose someone in your group to be Superman. Superman then leads the rest of the group in a series of actions. For example, the Beaver who is Superman might say "Superman says to touch your nose."—and everyone in the group will touch their noses. But if Superman doesn't say "Superman says" and someone does the action anyway, that person is out of the game. The last person following Superman wins!

Safety Note:

How safe is the place where you want to play this game? Is there anything you might trip or slip on?

Online Resources:

Simon Says (youtube.com/watch?v=MLXZV456Or0)



Plan:

- How are you going to be a good listener?
- What are good behaviours for a listener?

Do:

• Get creative and active!

Review:

- What do you know now that you did not know before?
- What could you do differently next time?
- What made it hard to listen?
- How were you able to listen closely?



