

Copy Me

Object of the Game: To encourage the child to pay attention while you make a series of sounds and then the child repeats the sounds in the same order.

Equipment: Three to six sound makers such as plastic pots containing rice, dried peas or beads, a wooden spoon and a metal pan, a toy drum, etc. Try to make sure the noises are all very different from each other.

How to Play: Show the child the noise makers and what noise each one makes. Encourage the child to play with them and make the different noises. Now make a series of three or four noises and ask the child to copy you. When the child is confident, see if s/he can make up a sequence for you to copy. Can they say if you did it right?

To Make It Easier: Play only two noisemakers and each one only once.

To Make It Harder: Use up to four noisemakers and play one or two more than once, OR make the noises behind the child's back so s/he has to listen really hard.

Reinforcement: Give lots of praise and encouragement for being focused. If the child finds this difficult use the picture prompt provided by your therapist to remind them to look and listen.

Memory Magic Activity 1.1

Drum Beats

Object of the Game: To encourage the child to pay attention so they can repeat a rhythmic sequence of drum beats or claps.

Equipment: A drum or table to beat or you could just clap your hands.

How to Play: Tell the child you are going to make a pattern of sounds with a drum, on the table or with your hands. Beat or clap a short sequence of sounds and then encourage the child to copy you. Then see if the child can make a sequence for you to copy, and if s/he can tell you if you did it right.

To Make It Easier: Use short phrases of three or four slow beats.

To Make It Harder: Include some faster sequences with lots of beats.

Reinforcement: Give lots of praise and encouragement for being focused. If the child finds this difficult use the picture prompt provided by your therapist to remind them to look and listen.

Memory Magic Activity 1.2

Pass the Action!

Object of the Game: To encourage the child to pay attention so they can copy a series of actions.

Equipment: None.

How to Play: Perform a simple action, such as clapping your hands. Encourage the child to copy you by clapping their hands and then add a different action such as rubbing their tummy. You then rub your tummy and add another action, e.g. tap your head. Continue with each player performing two actions, the one made up by the previous player followed by one of their own until someone makes a mistake.

To Make It Easier: Perform an action and ask the child to copy you. Then ask the child to make an action for you to copy.

To Make It Harder: Include more people in the group so that the child has more to remember as the action is passed round the group.

Reinforcement: Give lots of praise and encouragement for being focused. If the child finds this difficult use the picture prompts provided by your therapist to remind them to look and listen.

Memory Magic Activity 1.3

Find the Pairs!

Object of the Game: To encourage the child to look closely at six pictures and find which two are exactly the same.

Equipment: Find the Pairs pictures on the CD.

How to Play: Place one of the Find the Pairs pictures in front of the child and ask him/her to look at it very carefully. Explain only two are exactly the same so the child must look at the details of each individual rocket, castle, etc. to find the identical pair.

To Make It Easier: Focus the child's attention on each different detail in turn.

To Make It Harder: Let the child find the matching pairs without any support.

Reinforcement: Praise any attempt to consider the different parts of the picture, regardless of whether the two pictures chosen are correct. **NOTE:** the aim is to encourage the child to attend to the pictures instead of randomly selecting pairs.

Memory Magic Activity 1.4

Action Story!

Object of the Game: To encourage the child to listen out for a particular word while you read a story. Every time they hear the word they must perform an action.

Equipment: A short children's story.

How to Play: Tell the child the name of the main character in the story. Tell them that when you read the story out loud, they have to listen for the name and each time they hear it they have to perform an action (e.g. clap their hands, stand up, stamp their feet, etc.) Read the story slowly and pause very slightly when you say the name to give the child time to perform the action.

To Make It Easier: When you say the name, put your hand up to give the child a visual clue.

To Make It Harder: Ask the child to listen for two or three words in the story and perform a different action for each one.

Reinforcement: Give lots of praise and encouragement for being focused. If the child finds this difficult use the picture prompt provided by your therapist to remind them to look and listen.

Memory Magic Activity 1.5

Lotto!

Object of the Game: To encourage the child to pay attention to where pictures are on the table.

Equipment: Make 2 copies of the Lotto Boards and Pictures on the CD. Cut up one set of pictures to give you individual pictures. Depending on the child's age and ability, choose a board with either four or six pictures. The boards with random pictures are easier than those with pictures from the same category (e.g. all animals, or clothes, etc.).

How to Play: Give each player a Lotto Board. Place the individual pictures face down on the table. Let the child pick up a picture and if it matches one on their board they can place it on top of the matching picture. If it does not match any, it is returned face down to the table. If another player picks up a picture that matches one on the child's board, encourage the child to note where it is placed on the table.

To Make It Easier: If you pick up a picture matching one on the child's board, encourage the child to remember where it is by telling them it could be one of two on the table.

To Make It Harder: Include more players so that the child has to focus more on where his pictures are.

Reinforcement: Give lots of praise and encouragement for being focused. If the child finds this difficult use the picture prompts provided by your therapist to remind them to look and listen.

Memory Magic Activity 1.6

Dinosaur Pelmanism

Object of the Game: To encourage the child to pay attention to where pictures are placed on the table so they can find the pairs to make a complete dinosaur.

Equipment: Dinosaur pictures on the CD, cut out and cut each one into two pieces along the dotted lines.

How to Play: Mix up the picture halves and place them face down on the table. Each player takes turns to turn over two halves. If they make a dinosaur, the player keeps them and has another turn. If they do not match, they must be returned to the table face down. Each player must try to remember where the picture halves are on the table so they can make a whole dinosaur at their next turn.

To Make It Easier: When the child is trying to remember where a particular piece is on the table, suggest it could be one of two, OR suggest three or four pieces where it might be.

To Make It Harder: In the middle of the game, mix up the pictures on the table so that the child has to re-learn where the pieces are.

Reinforcement: Give lots of praise and encouragement for being focused as well as any attempt to remember where a particular card is.

Memory Magic Activity 1.7

Bingo!

Object of the Game: To encourage the child to pay attention to what they hear while looking at a set of pictures.

Equipment: Make 2 sets of Bingo Boards and cut up one set into individual pictures. The boards with random pictures are easier than those with pictures from the same category (e.g. all animals, or clothes, etc.).

How to Play: Give each player a Bingo Board and place the matching pictures in a bag. Take turns being the Caller who takes a picture from the bag and names it. If it matches one on a player's board they can place it on top of the matching picture. Just like the real game of Bingo, the winner is the first player to get a full row or full house.

To Make It Easier: Show the child the picture to help them when they check their board.

To Make It Harder: Include more players in the game OR increase the pace at which the picture names are called.

Reinforcement: Give lots of praise and encouragement for being focused. If the child finds this difficult use the picture prompt provided by your therapist to remind them to look and listen.

Memory Magic Activity 1.8

Listen and Colour

Object of the Game: To encourage the child to listen carefully to simple colouring instructions.

Equipment: Two copies of the colouring pictures on the CD. A barrier (or you can sit back to back with the child). Some colouring crayons or pens.

How to Play: Ensure the child cannot see your picture. Give the child a simple instruction such as "Colour the girl's hair yellow." Both you and the child colour your own pictures accordingly. Continue until the picture is coloured and then compare the two to see how well the child was listening.

To Make It Easier: Keep the instructions simple and only complete three or four tasks per picture.

To Make It Harder: Give more complex instructions, e.g. "Colour the inside of the star on the girl's t-shirt blue", or "Colour the dog's collar blue and his bowl green".

Reinforcement: Give lots of praise and encouragement for being focused. If the child finds this difficult use the picture prompt provided by your therapist to remind them to look and listen.

Memory Magic Activity 1.9

Mazes!

Object of the Game: To encourage the child to pay attention to the task long enough to find their way through the maze.

Equipment: The Maze Pictures on the CD. A pen or pencil. A watch or clock.

How to Play: Give the child a Maze. Explain that they have to work out how to find their way through the maze. Help them to find the beginning and ensure they know where the end is. Tell them you are going to time them to encourage them to stay focused until they have finished the task.

To Make It Easier: Support the child every time they come to a dead end and encourage them to try another path.

To Make It Harder: Give the child the maze to complete on their own.

Reinforcement: Praise all attempts to finish the maze. Timing the activity is purely a way to encourage the child to remain focused - it does not matter how long they take to complete the maze or how many wrong paths they take - it is the child's ability to focus on the task that is to be encouraged.

Memory Magic Activity 1.10

Dot to Dot!

Object of the Game: To encourage the child to pay attention to an activity for increasing lengths of time.

Equipment: Dot to Dot pictures on the CD. A pen or pencil.

How to Play: Give the child one of the Dot to Dot pictures and ask them to join the dots to make the picture. Help them to find the first dot.

To Make It Easier: Help the child to stay focused by showing them the next three or four dots to join, and after they have done that show them the next three or four.

To Make It Harder: Leave the child to complete the picture on their own. You can encourage them to complete the picture by telling them you are going to time them to see how fast they can do it.

Reinforcement: The aim of the task is not joining the dots correctly but to stay focused. Praise should be given for the child attending to the activity regardless of the outcome of their drawing.

Memory Magic Activity 1.11

Spot the Difference!

Object of the Game: To encourage the child to pay attention to the activity long enough to spot the ten differences between the pictures.

Equipment: Spot the Difference Pictures on the CD. A pen or pencil.

How to Play: Give the child one set of two pictures. Explain that the picture on the left is correct but the one on the right has ten mistakes in it. Ask them to see if they can find all the mistakes - they can mark them by drawing a circle round them. Tell the child to do this as quickly as possible and that you are going to time them to see if they can get quicker with each set of pictures.

To Make It Easier: Ask the child to find three or four differences on their own before you prompt them to find more.

To Make It Harder: Do not prompt the child to find the differences but see if they can maintain their attention for long enough to find all ten.

Reinforcement: Give lots of praise and encouragement for being focused on the task and for good looking.

Memory Magic Activity 1.12