

Which One?

Object of the Game: To encourage the child to use their understanding of sentences to help them remember more pieces of information.

Equipment: Sentence Pictures on the CD.

How to Play: Put the four pictures in front of the child. Tell the child a sentence and ask them to point to the picture that best matches it. Ensure that the child repeats the sentence to encourage rehearsal and then looks at all the pictures before choosing one.

To Make It Easier: Start with only two word phrases and gradually build up to longer sentences. Use the natural rhythm and intonation in the sentence

To Make It Harder: Do not prompt the child to rehearse.

Reinforcement: Praise all spontaneous attempts to use rehearsal to remember sentences.

Memory Magic Activity 3.1

Jazz It Up!

Object of the Game: For the child to practice recalling sentences by tapping out their rhythm.

Equipment: Sentence pictures on the CD, the list of sentences to go with them or a Picture Book.

How to Play: Show the child one of the pictures and tell them the sentence you want them to remember. If you are using a book, choose short sentences to start with. Help the child to tap out the sentence using the natural intonation and rhythm of the sentence. You may find it helpful to let the child hold your hand at first so that they can feel the correct rhythm.

To Make It Easier: Say the parts of the sentence with slight pauses between them to help the child identify the natural breaks.

To Make It Harder: Let the child attempt to tap out the sentence on their own.

Reinforcement: Give lots of praise for any good attempts and encourage the child to repeat each sentence a few times.

Memory Magic Activity 3.2

Silly Sentences

Object of the Game: For the child to practice recalling sentences by tapping out their rhythm.

Equipment: Silly sentences sheet on the CD.

How to Play: Read out a sentence on the sheet, emphasising the natural rhythm of the syllables. Ask the child to repeat what you said and then encourage him/her to tap out the rhythm on the table.

To Make It Easier: Say the parts of the sentence with slight pauses between them to help the child identify the natural breaks.

To Make It Harder: Let the child attempt to tap out the sentence on their own.

Reinforcement: Give lots of praise for any good attempts and encourage the child to repeat each sentence a few times.

Memory Magic Activity 3.3

Open the Safe

Object of the Game: For the child to learn to chunk a series of numbers to help them remember them.

Equipment: Code Cards and the Open and Closed safe pictures on the CD.

How to Play: Explain to the child that they are going to have to remember a code to open a safe to get the money. Read out one of the series of numbers on a code card and encourage the child to break the longer sequences into chunks of about three numbers as with a telephone number. Encourage the child to repeat the chunks in a rhythmical fashion. Then show the card to the child and ask which is the correct code. If s/he is correct, give them an open safe card, if not, a closed safe card. Repeat using different sets of numbers from the four cards and see how many times they can open the safe!

To Make It Easier: Start with one or two numbers and gradually increase. As the sequences get longer ask the child to repeat the numbers back to you in their chunks.

To Make It Harder: Encourage the child to chunk the series themselves.

Reinforcement: Give lots of praise and encouragement for any attempts to use rehearsal and tapping to help them remember.

Memory Magic Activity 3.4

Colour It!

Object of the Game: For the child to chunk instructions using the natural rhythm and intonation of the sentences and be able to follow instructions.

Equipment: Colouring pictures on the CD. Crayons or coloured pencils.

How to Play: Give the child one of the pictures and tell them two or more colouring instructions, e.g. colour the tiger's nose red and the lion's ears pink, colour the clown's tie blue, his shoes green and his buttons yellow, etc. Encourage the child to chunk the sentences using the intonation and rhythm when rehearsing them.

To Make It Easier: Reduce to just one instruction at a time to practise chunking and rehearsal before increasing to two or more instructions.

To Make It Harder: Encourage the child to chunk the instructions themselves.

Reinforcement: Give lots of praise and encouragement for any attempt to use rehearsal and chunking to remember the instruction.

Memory Magic Activity 3.5

Pirate Island

Object of the Game: For the child to chunk instructions using the natural rhythm and intonation of the sentences to help him/her to follow directions.

Equipment: Map of a Pirate Island and Treasure Cards on the CD. Cut up the cards and stick the two sets of cards back to back.

How to Play: Shuffle the Treasure Cards and place them face down on the table. Show the child the map of the Pirate Island and tell him/her to follow your directions to one of the four chests. Give directions such as 'Start at the cave and follow the path through the forest to the native village. Go up to the stone circle and then turn right along the side of the river to the bridge. Cross the bridge and follow the river to the palm trees and on to the chest.' Once the child has reached the chest s/he can turn over the top Treasure Card on the pile and see if there is any treasure. Encourage the child to rehearse and chunk the directions to help them to remember how to get to the treasure chest.

To Make It Easier: Give only one instruction at a time to help the child practise chunking and rehearsing before gradually increasing the number of instructions.

To Make It Harder: Increase the number of instructions and/or encourage the child to chunk the instructions without any help.

Reinforcement: Give lots of praise and encouragement for any attempt to use rehearsal and chunking to remember the instruction.

Memory Magic Activity 3.6

Sort Them!

Object of the Game: For the child to practise sorting pictures into categories.

Equipment: Selection of pictures provided on the CD plus the black and white icons representing the categories.

How to Play: Choose four pictures from one category and four from another. Mix them and place face up on the table together with two relevant icon pictures. Tell the child to sort the cards into two groups according to the icons on the table. Encourage the child to use the phrase 'They are both...' to decide why items should be grouped together.

To Make It Easier: Choose only two items per category and make sure the categories are very different, e.g. transport and animals.

To Make It Harder: Remove the black and white icon pictures and ask the child to decide what the categories are. Increase the number of items in each category, or increase the number of categories to three.

Reinforcement: Give positive feedback on any sorting into the correct categories. Encourage the child to use broad categories such as zoo, farm, pet animals, etc. Avoid the use of other categories such as having two legs or no legs for animals.

Memory Magic Activity 3.7

Categories

Object of the Game: For the child to sort pictures into categories and then attempt to remember what they were.

Equipment: Pictures from two different categories from the CD.

How to Play: Give the child four pictures, two from one category and two from another. Ask them to look at the pictures, sort them into their categories and discuss why they belong there. Turn the pictures over and ask the child to name the two categories and to recall what pictures were in each. Gradually increase the number of items in each category to a level appropriate for their age.

To Make It Easier: Help the child identify the categories and use the black and white icon pictures to provide visual support.

To Make It Harder: Increase the number of items in each category, or increase the number of categories to three.

Reinforcement: Give lots of praise and encouragement for good attention and any attempt to use rehearsal to remember.

Memory Magic Activity 3.8

Compare Them

Object of the Game: For the child to identify what is the same and what is different about items.

Equipment: A variety of everyday objects which can be classified into different categories for sorting activities.

How to Play: Place two objects in front of the child and ask him/her to tell you what is the same and what is different about them. Encourage the child to think about the size, shape and colour of the objects. Write down the similarities and the differences.

To Make It Easier: Help the child by asking 'What colour is this one?', 'What shape is that?'

To Make It Harder: Use items which are more similar, e.g. from the same category.

Reinforcement: Reinforce any attempts to identify similarities and differences of the objects.

Memory Magic Activity 3.9

Odd One Out!

Object of the Game: For the child to practise identifying similarities and differences between items.

Equipment: Odd One Out pictures on the CD, cut along the dotted lines.

How to Play: Show the child one of the Odd One Out pictures and ask him/her to tell you which two go together and which is the odd one out. Encourage the child to explain their answers and discuss their choices with them.

To Make It Easier: Tell the child what attribute they are to think about, e.g. size, colour, shape, material, use, etc.

To Make It Harder: Ask the child to think of another item to replace the odd one out so that all three items can be grouped together.

Reinforcement: Give lots of encouragement and praise for any attempt to use knowledge of the real life items to find the odd one out.

Memory Magic Activity 3.10