

Left to Right

Object of the Game: To ensure the child knows what 'left' and 'right' mean and can follow simple instructions using these words.

Equipment: None

How to Play: Help the child to identify which is their left hand and which is their right. Some children will need L and R written on their hands. Right-handed children may remember that they 'write with their right hand'. Give the child instructions to follow such as 'Wave your left hand', 'Shake your right foot', 'Step to the left', 'Jump to the right', etc. Keep practising until the child can identify their left and right without undue hesitation.

To Make It Easier: Do the movements while standing next to the child so that you can show them which hand or foot, etc. you are going to move. Note: do not do this while standing opposite the child as this can make them confused.

To Make It Harder: You do an action while standing next to the child who has to tell you what you did.

Reinforcement: Some children will find this harder than others and will need lots of praise and encouragement to keep practising.

Memory Magic Activity 4.1

Picture Lines

Object of the Game: To help the child begin to place items on a line from left to right.

Equipment: Pictures Food, Clothes and Toys on the CD. Paper and pencil.

How to Play: Tell the child four or five items you would like them to get from the Supermarket, hang on the Washing Line or put in the Toy Cupboard. Draw a line with L at one end and R at the other and place in front of the child. Encourage the child to remember the items in their order and place them in the line from left to right in the same order. Check that s/he knows where to place the first item and help them rehearse the items in the correct order.

To Make It Easier: Ask the child to recall only two or three items to start with and gradually increase the number of items to be remembered.

To Make It Harder: Remove the drawn line and encourage the child to place the items on a pretend line.

Reinforcement: Give lots of praise for attempts to recall items in the correct order and attempts to remember to start from the left hand side.

Memory Magic Activity 4.2

Who was It?

Object of the Game: To encourage the child to begin to visualise a picture in their mind's eye.

Equipment: Pictures of boys and girls on the CD.

How to Play: Explain that when we hear something described, it can help us to remember it if we imagine it as a picture in our heads. Place the pictures of either the four boys or the four girls in front of the child and encourage the child to look at them while you describe one. Take the pictures away and before the child tells you which one you described, ask them to look up and/or close their eyes and try to picture him or her in their head. Then put the pictures back in front of the child and ask them to tell you which one you described.

To Make It Easier: Place only two pictures in front of the child and describe only one or two attributes.

To Make It Harder: Put the pictures of the in front of the child and ask the child to picture them in their head.

Reinforcement: Give lots of praise and encouragement for any attempt to visualise what you describe.

Memory Magic Activity 4.3

Feeding Time

Object of the Game: To encourage the child to visualise two items together to help them remember them.

Equipment: Pictures of the animals and doors with buckets on the CD. Cut round three sides of each door so that they can be opened. Stick one picture of the doors and buckets on top of one picture of animals so that each door can be opened to reveal an animal.

How to Play: Tell the child to open each door and look at the animal behind it and then close the door. Encourage the child to try and imagine the animal is the same colour as the bucket outside its door, e.g. a blue lion, a red elephant, etc. When the child has had a chance to attempt to visualise each animal, ask him which animal is behind a particular door. The child can then open the door and see if he is right.

To Make It Easier: Start with only two animals and gradually increase to four.

To Make It Harder: Name one animal and ask the child to visualise it with its bucket and to find the coloured bucket they think goes with the animal.

Reinforcement: Praise and encourage all attempts to use visualisation to remember.

Memory Magic Activity 4.4

Link Them

Object of the Game: To encourage the child to visualise two objects together in order to help them remember them.

Equipment: Paper, pen or pencil.

How to Play: Name two objects you want the child to remember, e.g. 'man' and 'apple'. Discuss various ways that the two objects could be combined in a picture, e.g. a man eating an apple, a man throwing an apple, a man with an apple on his head, etc. Ask the child to make a picture in their head and to tell you what they visualised. They can then draw a quick picture of it.

To Make It Easier: Draw an image of the two items at the top of the page as you name them for the child.

To Make It Harder: Encourage the child to think of ideas to link the items on their own.

Reinforcement: Praise any ideas about how items could be put together. Ones the child thinks of themselves are more likely to be remembered.

Memory Magic Activity 4.5

Identity Parade

Object of the Game: To encourage the child to visualise what they hear.

Equipment: Identity Parade pictures provided on the CD.

How to Play: Encourage the child to close their eyes and visualise in their mind's eye a boy or girl as you describe them. Tell them to try and visualise each attribute and give them time to form the picture in their minds. Then place the appropriate Identity Parade in front of the child and ask them to select the boy or girl you have described.

To Make It Easier: Place the identity parade picture in front of the child before you give them the description. After a few practices allow the child a short time to look at the Identity Parade picture before removing it while you give them the description.

To Make It Harder: Give the child the complete description without prompting them to visualise each attribute as you describe it.

Reinforcement: Give lots of praise for spontaneous attempts to visualise.

Memory Magic Activity 4.6

Visualise It

Object of the Game: For the child to visualise what a picture would look like when it's coloured in.

Equipment: Colouring Pictures as on the CD.

How to Play: Place a black and white picture in front of the child. Tell the child which parts to colour in and what colour to use, e.g. 'colour the hat blue'. Encourage the child to look up and/or close their eyes and picture the coloured image coloured in their mind's eye. Next ask the child to colour in the picture so that it looks like the one they visualised.

To Make It Easier: When you describe the coloured image show them a coloured version of the picture to help them visualise it.

To Make It Harder: Describe the picture before you show the child the black and white picture.

Reinforcement: Praise any attempt to rehearse or visualise the coloured image.

Memory Magic Activity 4.7

Draw It

Object of the Game: The child uses visualisation to help them remember a list of items in a picture description and where they are to be put in the picture.

Equipment: Picture of table or chair.

How to Play: Place a picture of table or chair, etc. in front of the child. Describe three to four objects that are on, next to, under, in front of or behind the table, e.g. draw a hat on the table, an apple under the table, a ball in front of the table, etc. Encourage the child to visualise the objects as you name them and ask them to draw the objects on the picture.

To Make It Easier: Give the child only one or two objects to remember.

To Make It Harder: Do not give the child the picture of the table or chair, etc. until after you have described the picture and objects and the child is ready to draw them.

Reinforcement: Praise and encourage any attempts to use rehearsal and visualisation to remember the objects and where they are in the picture.

Memory Magic Activity 4.8

Memory Board

Object of the Game: To encourage the child to use visualisation to remember details of an image.

Equipment: Pictures and the Memory Board from the CD.

How to Play: Choose four of the six pictures on a page and describe one of them to the child. Encourage him/her to use rehearsal and visualisation to remember it as you describe it. Next place the four pictures on the Memory Board in front of the child and ask them to tell you which one you described.

To Make It Easier: Allow the child to see the four pictures. Remove them before describing one of the pictures and encourage the child to use rehearsal and visualisation to remember it. Then show the child the four pictures again and ask them which one you described.

To Make It Harder: Tell the child they must try and remember what you describe but do not give them any prompts to use rehearsal or visualisation while you describe the picture.

Reinforcement: Praise all attempts to use rehearsal or visualisation to remember the picture you describe.