

Imagine That!

Object of the Activity: To give the child the opportunity to work out which Magic Tricks work best for them.

Equipment: Imagine That pictures on the CD.

How to Play: Choose two images and place them on a piece of paper, e.g. a brown cat and then a green car. Show them to the child and tell him/her to try and remember them. On a second piece of paper have three options: a) the two images as they are on the first piece of paper, b) the same two images but swap the colours over, i.e. a green cat and a brown car, and c) a green car and a distractor, e.g. a brown horse. Tell the child to imagine that the pictures have swapped colours. Then show them the three options on the second piece of paper and ask them to tell you which one is the new image. Discuss the pictures chosen by the child and how they tried to remember the pictures. Help them identify which Magic Trick worked and which one didn't.

To Make It Easier: Suggest a Magic Trick for the child to try and use.

To Make It Harder: Begin to also swap order and orientation of the pictures. You might even try up to three pictures.

Reinforcement: Praise and encourage for any attempt by the child to work out which Magic Trick works for them. Allow them to discard a Magic Trick that doesn't work for them. NEVER insist that a child continues with a strategy that doesn't work for them.

Memory Magic Activity 7.1

Colour by Numbers

Object of the Activity: To give the child the opportunity to work out which Magic Tricks work best for them.

Equipment: Colouring by Numbers pictures on the CD.

How to Play: Give the child one of the black and white pictures with the colour key. Explain that they must try and imagine what the picture will look like when it is coloured in. Show the three choices of coloured pictures and ask the child to tell you which one is coloured correctly. Remind them that they will need to use their Magic Tricks to remember what the picture should look like. Always discuss how the child tried to remember, what worked and what they could try next time to help them remember even more.

To Make It Easier: Let the child colour in the picture following the key and then try and remember it to find it from the coloured pictures provided.

To Make It Harder: None.

Reinforcement: Praise and encourage for any attempt by the child to work out which Magic Trick works for them. Allow them to discard a Magic Trick that doesn't work for them. NEVER insist that a child continues with a strategy that doesn't work for them.

Memory Magic Activity 7.2

Match It

Object of the Activity: To give the child the opportunity to work out which Magic Tricks work best for them.

Equipment: Memory boards and two copies of the pictures for the level suggested by the therapist.

How to Play: Give the child one Memory board and a set of pictures. Choose one or more pictures up to a maximum of five as recommended by your therapist and place them in a line on your Memory Board. Tell the child to look at the pictures and to try and remember them in sequence. Hide your pictures and tell the child to choose the pictures they can remember and put them in the right order on their Memory Board. Uncover your pictures and compare them with the child's. The pictures should exactly match for sequence, colour and orientation. Discuss the pictures chosen by the child and how they tried to remember the pictures. Help them identify which Magic Trick worked and which one didn't.

To Make It Easier: Use only two pictures and suggest a Magic Trick for the child to try and use.

To Make It Harder: Describe your pictures to the child but do not show them your pictures until they are ready to compare them with the ones they've chosen.

Reinforcement: Praise and encourage for any attempt by the child to work out which Magic Trick works for them. Allow them to discard a Magic Trick that doesn't work for them. NEVER insist that a child continues with a strategy that doesn't work for them.

Memory Magic Activity 7.3

What Happened?

Object of the Activity: To give the child the opportunity to work out which Magic Tricks work best for them.

Equipment: Short stories and related questions provided.

How to Play: Explain to the child that you are going to tell them a short story and then ask them questions about that story. Remind the child to think about which Magic Tricks will help them remember the information. Tell the child that there are three things they need to listen out for and tell them what these are. Read the story and ask the questions and to see if they have remembered the information. Always discuss which piece of information they remembered correctly and which they didn't, what Magic Trick they used and whether any other Magic Trick would help them remember more.

To Make It Easier: Only ask the child to recall one piece of information at first and gradually increase to two and then three items.

To Make It Harder: Do not tell the child what they must listen out for before you read the story.

Reinforcement: Praise and encourage for any attempt by the child to work out which Magic Trick works for them. Allow them to discard a Magic Trick that doesn't work for them. NEVER insist that a child continues with a strategy that doesn't work for them.

Memory Magic Activity 7.4

Carryover

Object of the Activity: Once the child has worked out which Magic Tricks work best for them they need to practise using these skills to learn spellings, vocabulary and information learnt in school.

Equipment: A selection of the games and activities for Magic Tricks 1 - 7.

How to Play: Play some of the games and activities in the classroom to introduce other children to the Magic Tricks and to help the child feel more confident at using their new memory skills in these new contexts. Start to discuss with the child when it would be useful to use their different Magic Tricks for learning in school and for learning homework.

To Make It Easier: Start with only a small group of children before transferring the activities to the classroom.

To Make It Harder: Ask the child to tell the other children about how they try and remember information.

Reinforcement: Praise and encourage all attempts to use Magic Tricks to remember information. Discuss what works and what doesn't and what might work better.

Memory Magic Activity 7.5

What Strategy?

Object of the Activity: To encourage the child to use their Magic Tricks for memory in the classroom and other everyday situations.

Equipment: None

How to Play: Encourage the child and other children in the class to identify which Magic Tricks could be used to help them learn various different types of information from spelling, to new vocabulary, to facts and dates, instructions, descriptions and explanations. Give the child homework that will help them to practise using different Magic Tricks.

To Make It Easier: Suggest two Magic Tricks that the child could try when trying to learn new information and help them choose which one works for them.

To Make It Harder: Don't remind the child to use their new memory skills but do discuss whether they used any of their Magic Tricks to learn new information and if not what they could use next time.

Reinforcement: Praise and encourage all attempts to use Magic Tricks to remember information. Discuss what works and what doesn't and what might work better.

Memory Magic Activity 7.6

Help from Others

Object of the Activity: Encourage the student and others to identify what memory strategies could be used to help them learn various pieces of information, from spelling, to learning new vocabulary, to remembering dates, procedures, descriptions or explanations. Give homework tasks to practise the use of the new strategies.

Equipment: A blank passport and advice sheet on the CD.

How to Play: Together with the child, prepare a passport for him/her to give to teachers and/or support staff to explain about their memory difficulties. Discuss the advice sheet with the child and highlight the things the teacher can do to give him/her the most support and help. Ensure that the child is completely happy for the staff member to be given the passport and advice sheet.

Reinforcement: Emotional support is paramount. Praise any attempts to remember and don't scold for forgetting. Use a predictable routine for lessons and include learning breaks, revision and recall exercises, and write down any homework that needs doing.

Memory Magic Activity 7.7

Key Fobs

Object of the Activity: To provide the child with a visual portable reminder of the Magic Tricks that they could use in the classroom and when doing homework.

Equipment: A key ring or a treasury tag and the key fobs printed from CD.

How to Make: Print out the key ring fobs for each of the Magic Tricks that have proved useful for the child. Fold, stick and laminate them and punch a hole in the end of each fob. Attach the fobs to a key ring or treasury tag to keep them together.

Reinforcement: Remind the child to use their key ring to remember what Magic Tricks they can use in the classroom and when doing homework. Gradually start to place the responsibility for using the key ring on the child. This can be done by reducing your consistent verbal reminders and replacing them with a post it note strategically placed on the desk/table or a written/pictorial reminder in the child's note book or diary. Gradually reduce the reminders as the child remembers to use their key ring themselves.

Memory Magic Activity 7.8