

Memory games

You could do these games with actual objects or just pictures.

ACTIVITY 2.3 Witches Brew. The child has to remember the ingredients to make a spell. The adult should use short sentences and encourage the child to identify the key words, e.g. tell the child the recipe for the spell such as "Put in the spider's web and stir. Next put in the snake and eye. Finally put in the slimy goo and stir until it boils."

Equipment: Picture of a Cauldron and the Witches Brew ingredients on the CD.



2.3 Cauldron



2.3 Witches Brew

ACTIVITY 2.4 Simon Says Go! The child must rehearse a simple instruction before carrying it out.

Equipment: None.

ACTIVITY 2.1 Shopping Game. The child hears and/or sees a list of items on a shopping list and must then rehearse these items using overt or inner speech before selecting the appropriate picture or toy items to put into the trolley or bag.

Equipment: A shopping bag and play items of food, OR the picture of a Shopping Trolley and pictures of food on the CD.



2.1 Trolley



2.1 Food page 1



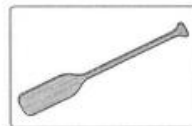
2.1 Food page 2



2.1 Food page 3

ACTIVITY 2.2 Stepping Stones. The child must rehearse the names of the picture in order to step on the correct stepping stones and cross the river.

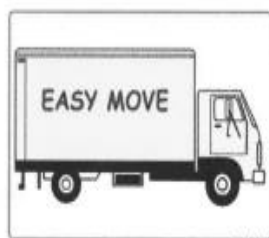
Equipment: The Stepping Stone pictures on the CD, stuck onto large pieces of coloured paper.



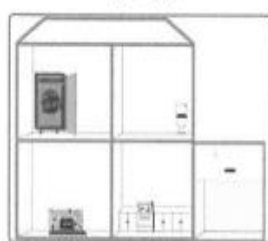
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ACTIVITY 2.5 Moving House. The child is the removal man putting all the furniture into the van, and taking it out to put into the new house. The items to be remembered should not be listed but embedded in sentences, e.g. give silly instructions "Put the sofa in the kitchen and the bed in the garage," and encourage the child to identify the key words.

Equipment: Picture of a Removal Van, Furniture and a House on the CD.



2.5 Van



2.5 House



2.5 Furniture page 1



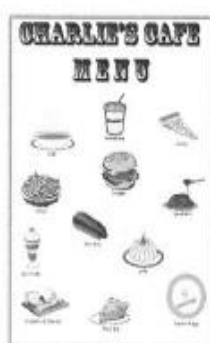
2.5 Furniture page 2



2.5 Furniture page 3

ACTIVITY 2.6 At The Cafe. The child pretends to be a waiter in a cafe and takes an order for food from the menu. S/he then goes across the room to the pictures of the food and selects the correct items which are brought back and put on the plate. In this game the adult can give silly food orders or children can take turns getting orders for the rest of the group.

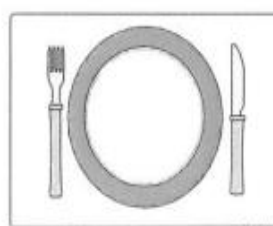
Equipment: Picture of Menu, Plate and items of Food on the CD.



2.6 Menu



2.6 Food



2.6 Plate

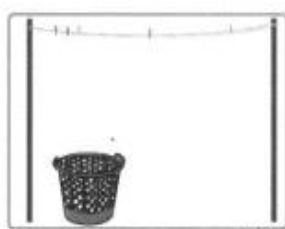
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ACTIVITY 2.7 Dressing Up. The child must listen to a list of clothes they should dress up in and then use their rehearsal strategy to remember and follow the instructions.

Equipment: Dressing up clothes.

ACTIVITY 2.8 Washing Day. The child has to select the correct clothes to hang on the washing line. See if they can also remember what was on the line when the wind blows some clothes off.

Equipment: A washing line made of string tied between two chairs, clothes pegs and some doll's clothes OR the picture of a washing line and pictures of clothes on the CD.



2.8 Clothes Line



2.8 Clothes page 1



2.8 Clothes page 2



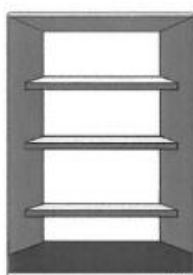
2.8 Clothes page 3

ACTIVITY 2.9 Pass the Object. Each player takes turns to say one thing about an object before passing it to the next player. The child must try and remember what has been said in order not to repeat anything.

Equipment: An unusual object.

ACTIVITY 2.10 The Toy Cupboard. It is tidy up time and the child has to put the toys back in the cupboard in the right order. Remove some toys and ask the child what is missing.

Equipment: Picture of a Toy Cupboard and the Toys on the CD.



2.10 Toy Cupboard



2.10 Toys page 1



2.10 Toys page 2

For older children activities could include life skills activities such as practising a shopping list for a recipe they are going to make, shopping for those ingredients, placing orders in a café etc. However, older children still enjoy having a go at these simple memory games too.