

## ADVICE SHEET

### Memory Games Ideas

#### Visual Memory Games

1. Kims Game – place objects, letters, pictures, words on a tray, show them to the pupil, cover them up and get them to name the objects. Alternatively, you can remove one, two, three etc. The pupil has to guess what has been removed. Or you can role a dice and the pupil has to name the number of items as indicated by the dice.
2. Repeating a visual sequence. This can be pictures, letters, shapes or words. Start with 2 or 3 and increase. The pupil looks at the sequence and then has to repeat it with matching objects.
3. 'Find the difference' pictures.
4. Complete the shape – show the pupils a shape and then give them an incomplete drawing of the same shape. Ask the pupils to complete the shape from memory
5. Complete the picture – show the pupils a simple picture and then give them an incomplete drawing of the same picture. Ask them to complete the picture from memory.
6. What can you remember game - The pupil chooses a card. They look at the card for about 10 secs. The pupil turns the card over or looks away. They then shake one or two dice and recall that number of items from the card.
- . 7. Memory Matrix Game - The pupil turns a card over with a pattern on a grid, they look at it for about 10 secs. They then have to copy the matrix pattern on their grids using counters provided.

#### Auditory Memory Games

1. A Journey to Remember - The pupil shakes the dice and moves that number of spaces to a square with a picture on it. They make a sentence referring to the picture to start the story. The next player does the same but they have to repeat the previous sentence and then add another.
2. I went to the shop and I bought..., I went into space and I saw..., I went into the garden and I saw..., I went to the cinema and I saw...etc.
3. Pass the object, picture and add a comment about it, for example: a Viking ship, you sail in it, the Vikings build it ... a book, you can read it, it has a picture on the front...



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4. Simon Says with 3, 4, 5, 6 instructions e.g. before you turn around twice, touch your nose, stand on one leg and clap your hands
5. Shopping – put items on the desk and ask the pupil to select a number of items. Increase number and get them to place them in sequence to increase difficulty.
6. Give a series of instructions to a pupil to draw a picture. E.g. Draw a big square in the middle of your paper, add a door, two circular windows with red curtains etc.
7. Get the pupil to repeat oral sequences. This can be extended; give the pupil a group of letters, get them to put them in a sequence that makes a word and they then read the word. You could also give them a sequence of letters, the pupil gets the wooden letters and puts them in the correct sequence and then sees how many words they can make from the letters.
8. Odd One Out – give the pupil 3, 4, 5 words and they have to repeat them and then say which the odd one out is.
9. Opposites/Synonyms – the children recall sentences but give opposites or synonyms of key words, e.g. The man got off the bus and ran down the long road becomes, the lady got off the train and walked along the short street.
10. Barrier games