



Memory Games

Auditory memory is the ability to retain and recall what is heard. At first, children will only be able to remember very simple instructions, but as their skills extend they should be able to remember longer complex instructions. These games are great for all children but particularly those who struggle to retain and recall information.

1. **Odd one Out**

Child identifies odd one out of a list of spoken items. The number of items should fit in with their memory level and might be related by:

category	dog, cat, <u>orange</u> horse
rhyiming	cake, <u>shoe</u> , make, bake
initial phoneme	ball, bush, box, <u>toy</u>

2. **Chaining Games**

Child and adult take turns to add an item and/or detail to an increasing list. This might be a simple game of “I went shopping and I bought..”, or you can ask the child to include descriptions.

Adult: “We went to the zoo and saw an elephant eating peanuts.”

Child: “We went to the zoo and saw an elephant eating peanuts and a zebra with stripes” etc.

This idea can be adapted to similar games using food, furniture, clothes, vehicles etc.

3. **Expanding Sentences**

Child and adult take turns to increase the sentence length

“I watched T.V.”

“I watched T.V. on Wednesday”

“I watched T.V. on Wednesday and saw Neighbours”

“I watched T.V. on Wednesday and saw Neighbours with my mum”.

4. **Recalling Information**

Adult produces a sentence and then asks child a question.

e.g. “I went to MacDonalds and ordered a Big Mac, a Coca Cola, some fries and a doughnut what did I buy?”. Child has to remember in correct sequence.

5. **Recalling Specific Information**

As above - but adult asks more complex questions

e.g. “what did I order first?” “what did I drink?” etc or “listen to these numbers 9,7,6,4,2 “what is the smallest number I said?”

6. **Recall of Story Information**



Adult reads a paragraph from child's current reading book or a short story and then asks the child questions about it.

7. **Riddles**

Adult describes an object for the child to identify

e.g. "I'm thinking of a fruit that has a smooth skin, it has a stone in the middle, it is juicy, it grows on a tree and is purple". Adult continues giving clues until child guesses correctly.

8. **Recall of Spoken Sequence**

of digits e.g. 5, 1, 6, 9

of colours e.g. red, blue, yellow, green

of animals e.g. cat, dog, fox, sheep etc.

9. **Creating Stories**

Pick a story theme and come up with a first line. Can you make up a story together making sure that you stick to the theme.

10. **Orienteering Activities**

Child follows verbal directions from adult

e.g. "go to the gate, turn left, take 6 paces and return to me".

11. **Messages**

Child takes messages of increasing complexity from one adult to another (pre-arranged if necessary!)

12. **Drawing to Instruction**

Adult draws a basic outline

e.g. a house or a person, and child has to draw details as requested

e.g. give the house a white door and 3 green windows".