

Memory Games

Matching Pairs Card Game

- ❖ Place the cards face down and spread them out. Each player tries to find a matching pair by flipping over two cards.
- ❖ If they do not match, then the cards are put back in the same place, face down. If they do match, the player keeps them and takes another turn.
- ❖ When all the cards have been paired up, the player with the most pairs is the winner.

This builds children's memories by requiring them to take account of each picture and remember where it is placed.

What's on the Tray

- ❖ Place objects on a tray, starting with around 4. These should be everyday items such as a comb, a key, a rock and a banana.
- ❖ Show the tray to your child and let them look at the objects, then cover the tray over and ask them to name the objects.
- ❖ To add interest to the game you can take an item away each time and ask them what is missing.

This activity enhances children's visual memory skills.

The Magic Cup Game

This game builds concentration which is necessary for improving memory.

- ❖ Place 3 cups upside down and a small item such as a ball, figure or coin.
- ❖ The item is placed under one of the cups, the cups are moved around and the child has to watch them move and then show you which cup the item is under.
- ❖ This can be made harder by adding more cups, moving them more quickly, or shuffling more. Your children may also like to switch roles and have a go at moving the cups for themselves.

I Went to the Moon and I Took a...

- ❖ The first person to play starts the sentence, in this case, "I went to the moon and I took a..." and picks something they take with them such as a "teddy bear."
- ❖ The next person must then repeat the first player's phrase and add their own item e.g. "I went to the moon and I took a teddy bear and a flag."
- ❖ Each player then adds another item and must repeat the entire list before adding their own item.
- ❖ This game can be played with a different starting sentence e.g. "I went to the shops and I bought" or "I went to the park and I..."

The repetitive structure of the game strengthens children's memory.

Drum Beats

This sound activity builds listening skills.

- ❖ Use drums, or upturned pots and pans, to play rhythms. One player "sends" the rhythm, by playing it on their drum, and the other must then send it back, by playing it on theirs.
- ❖ Take turns to come up with the rhythm.

Simon Says

Simon Says is a classic childhood game and a great way of building memory skills because it requires that children listen carefully and respond correctly, remembering and referencing a set of rules.

- ❖ Simon Says requires that children only follow instructions that are preceded by the words "Simon says."
- ❖ For example: "Simon says pat your head" should elicit a response whilst "pat your head" should not.