

TEACHER'S NOTES & LESSON IDEAS



Focus on...Visual Memory Kit

Using the engaging multisensory resources in this unique kit, pupils can exercise and improve their memory. By retaining, storing, processing and quickly accessing knowledge and information pupils can unlock new areas of learning.

Curriculum Links

Pupils are required to solve problems involving shape and space and communicate through using the correct language and vocabulary for shape, space and measures. They are also expected to recognise simple spatial patterns and relationships and make predictions about them. Children should observe, visualise and describe positions, directions and movements using common words, recognise movements in a straight line (translations) and rotations, and combine them in simple ways. Thus, aspects of the resources included provide pupils with the practical activity for exploration and discussion to exercise these skills.

Suitable for:

- * Speech & Language Therapists
- * Early Years Settings
- * Primary Schools
- * Secondary Schools
- * Parents (Homework Activity)
- * One to One Tutors
- * SENCos
- * Dyslexic Students
- * Educational Psychologists
- * Adults with memory difficulties



Stock Code: SB85

- 6 Memory Skills Board Games
- 6 Spatial Skills Board Games
- Memory Trainer Set 1 & 2
- Short-Term Memory Difficulties in Children
- Brain Box My First Pictures and Football
- Smart Chute
- Memory Skills Levels 1-4

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Lesson Ideas using...

The following lesson ideas provide examples of how the resources can be used on their own or in conjunction with other games in the kit to gain the maximum learning opportunity.

6 Memory Skills Board Games

This set of 6 board games provides fantastic practice to enhance pupil's visual memory. Each game requires minimal reading enabling children to complete the tasks without adult supervision as a group or one to one with an adult to gain valuable assessment of the child's memory. *Ideal for use with Key Stage 1+ or SEN.*

1. What's Missing? – Small group up to 4 players

Ideal for practising observational skills in a fun and lively way.

Players memorise the objects in the same coloured window as their space, then turn away from the board whilst one of the spaces in the shop window is covered. The player looks again at

the window and has to guess what is missing. Extend the game using physical objects in the format of Kim's game. Place the objects in the centre of a circle, all pupils close their eyes whilst one player takes an item and hides it behind their back, the remaining pupils have to identify what is missing. *Use with a SENCo to target observational skills or at home for extra support.*

2. Matrix Match– Small group up to 4 players

Ideal for memorising and re-creating patterns. Pupils use the tiles to re-create the pattern at the start. Children memorise the pattern that they land on and re-create it using the red and blue tiles on the large matrix match. Children can then create their own patterns to challenge each other to re-create. *Also a great maths activity to explore pattern and positional language.*

3. What can you Remember? – Small group up to 4 players

Use as practice for remembering lists to enhance memory retention. Children visually remember the items in the picture before covering the picture and recalling the same number of items as their die shows. Expand the game by encouraging pupils to remember a verbal list. Children sit in a circle and take it in turns to create a shopping list. E.g. My Granny went shopping and bought some apples. My Granny went shopping and she bought some apples and some crisps etc.

4. Surfing Spot the Difference– Small group up to 4 players

Ideal activity to enhance children's observation skills. Pupils must look at the two pictures and say one difference that they can identify. The other players

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must peer assess if they are right. *Use to practise visual searching and observation skills as a fun group activity at home or in class.*

5. A Memorable Adventure– Small group up to 4 players

Ideal for remembering a long story sequence. Pupils use the picture on their space to create a sentence, the next player continues to add to this sentence from the space that they land on. As the game continues children have to remember a long story sequence. *A great activity to enhance oral storytelling in literacy.* Extend the game by encouraging pupils to create their own loop story as a group/whole class as they pass the story around.

6. Where Did They Go? – Small group up to 4 players

Ideal for observational skills and recognising characters in new orientations. Pupils must memorise the features of the character they land on and identify the same character from the large picture in the centre of the board, but it must be facing the same direction. *A great activity to introduce orientation before moving children on to recognising shapes in different orientations.*

6 Spatial Skills Board Games

Ideal for use with Key Stage 1+ pupils or SEN. The games in this set offer practice for children's spatial ability as they solve problems associated with relationships between objects or figures, including position, direction, and form. Each game will ultimately improve visual memory and work towards greater learning success throughout the curriculum. *Minimal reading is required once the instructions have been read, so pupils can access each game independently with their peers without the need for adult supervision.*

1. Mad Science– Small group up to 4 players

Ideal for visualising images as players must visually memorise the images on their space and then cover with a counter. The player to their right asks a question as to what was on either the blue, purple, green or red section of their space. *A great activity to enhance visual memory.*

2. Polar Patterns– Small group up to 4 players

Ideal for developing children's skill of pattern manipulation. Pupils have 5 seconds to memorise the pattern on their space before covering it with a counter and using the coloured counters to recreate the pattern in the frame on the board. Extend the game by challenging children to create a mirror image of the pattern. *Use in maths to practise pattern making and reflection.*

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3. Sequence Safari – Small group up to 4 players

Ideal for practising sequence strategies as pupils take turns to find matching animals on the board to those spun on the spinner. The winner is the first player to cover four animals in a row. *A great activity to use in maths to practise sequences and apply observational skills.*

4. Samurai Sudoku– Small group up to 4 players

Use to target spatial logic in the form of Sudoku. Players take turns to spin the spinner and place a matching colour tile on any of the puzzles. The aim is to complete the puzzles but each 4x4 square must have one each of the colour tiles, each vertical and horizontal row must have one of each colour tile. *Ideal for an interactive problem solving lesson in maths.*

5. Pasta Path– Small group

up to 4 players

Use to practise visual perception skills. Pupils visually track and follow the line with their eyes and trace with their finger from the space that they land on to where it ends. Pasta Path can be re-created using coloured pieces of wool. In pairs, pupils sit and hold each end of the wool which is mixed amongst the other pieces of wool that other pupils are holding. One at a time pupils have to find which children are linked. *Ideal for pupils who struggle to control fine eye movements.*

6. Tom's Toy Factory– Small group up to 4 players

Use to practise pattern discrimination. Pupils look at the toy on their space and point to a matching toy on the conveyor belt. *Ideal for enhancing concentration and observational skills.*

Memory Trainer Set 1

Ideal for use with pupils aged 3-5+, for independent use at home or at school.

Topics include everyday activities, size, shape, colour, attributes 'spot the missing item', identifying items which belong together and numbers and their values up to 6. Adults can select the card that they would like the pupil to work on and slip it into the baseboard, cover up all the squares and let the child try to find the matching pairs. Each card has 8 images and can be placed either on the right hand side or left hand side of the board, making it more difficult for children to remember positions. *Ideal for targeting children's observation and concentration skills, and encouraging social interaction.*

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Memory Trainer Set 2

Ideal for use with pupils aged 5-8+ or as an extension from Set 1.

Topics include spatial awareness, positional terms, direction, shapes and their silhouettes, opposites, mirror images and symmetry, number bonds up to 10 and 20, and simple fractions. *Ideal for pupils with SEN who require a hands-on, visual, interactive method of learning and also mainstream pupils to consolidate their learning and apply their mathematical skills.* It can also be used as a form of assessment for teachers to evaluate pupils' achievement of key areas in maths. *Use to practise key maths skills and develop children's language skills.*

Short-Term Memory Difficulties in Children Activity Book

Ideal for use with Key Stage 2 pupils to provide a structured programme for individual therapy. Activities can also be

adapted for group therapy. Also includes child-friendly recording forms and progress charts to enable pupils to be involved in their own progress. It involves introducing children to repeating and picturing strategies and ensuring that they are competent with one strategy before progressing with the activities in the programme. *Use during daily one to one intervention sessions or as homework activities.*

Brain Box My First Pictures & Football

Use to practise and enhance essential quick recall skills. Each game lasts around 10 minutes and helps children to remember key facts. My First Pictures is *ideal for use with Key Stage 1+ pupils* and helps children recognise objects and names of items from household, holiday and everyday scenes. The Football cards are *ideal for use with pupils aged 8+* and require children to answer questions based on English football leagues and facts and figures about their favourite teams.



1. Classroom Competition – Whole Class Activity

Each set can be used with the whole class divided into teams. Each team must nominate one player at a time to memorise as many facts as they can about the item shown on one side of their card, before being tested by an opponent from the opposing team. Display the timer at the front of the class or display a large interactive timer on the interactive whiteboard for children to race against the clock to recall facts. *Use for a lively, interactive whole-class memory challenge.*

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2. Playing in Pairs

One child selects a card and shows it to their partner. They have about a minute to memorise as many facts as they can about the item shown on one side of their card, before being tested by their partner. It can be made more of a challenge by racing against the timer to reveal the facts. *Ideal for use with a small focus group during intervention lessons with a SENCo or Teaching Assistant.*

3. Family Fun

The games can also be played at home with the family for all to enjoy.

Smart Chute and Memory Skills Chute Cards Levels 1-4 – One to One, Small Groups, Independent Learning

Use the repetition of the Smart Chute and the Memory Skills cards to target visual

memory and improve working memory. The cards are designed for use with the Smart Chute and promote independent learning through self-correction. On the front of the cards are pictures, numbers, and/or colours to memorise. The flip side of the card then asks a question, showing the same illustration with something missing. Pupils repost the card to see if the answer given was correct. *The Smart Chute and Cards are also perfect for home learning.*

1. Quiz, Quiz, Trade - Whole Class Activity

Take any of the Memory Skills packs of Chute Cards and deal one or two cards to each member of the class/group. Ask pupils to pair up and ask/show each other a question from the front of the card(s) e.g. Look at the colour. Which colour pattern is the same? The pupils give their answers and

can self-correct. Next, cards must be traded with nearby pupils, so that all pupils have new questions and answers to give and receive from each other.

