



Activities to Develop Attention and Listening

READY STEADY GO GAMES

Encourage your child to sit and wait for 'go' before they do an activity e.g. building / knocking down towers, passing a ball, rolling a car.

TURN TAKING

Sit in a circle and take turns to play motivating games such as posting, fishing, lotto, feely bag, passing a clap or hand squeeze around a circle. Older children could say their name or favourite food when a ball or beanbag is thrown to them.

ACTION SONGS AND STORIES

Encourage your child to sit in a group and join in with songs or stories. Pause before the end of sentences and wait for your child to fill in the gaps "the wheels on the(bus)" or "we're going on a(bear hunt)".

SOUND LOTTO

Make your own or use a commercial package e.g. Orchard Toys First Sound Lotto. Ask your child to listen to the sounds and put a counter on the matching picture.

HEAR THE BEAT

Use shakers, drums etc to make two or three sounds in a sequence and see if your child can copy them.

FOLLOW THE LEADER

Sit in a circle. The leader asks the group to carry out simple actions. Your child must wait until they hear "go", e.g. "touch your toes...go" "jump up and down.....go". Leave a pause between the instructions and "go" and gradually increase this time. Once the child is confident, make the instructions harder by adding 2 steps e.g. "stamp your feet and then shout your name... go".

LISTENING WALK

Listen to the sounds around the nursery / school. Talk about the different sounds that you can hear.

Make a list or a drawing of all the sounds the child can remember e.g. children talking, water splashing, door shutting, aeroplane, birds etc.

RED, AMBER, GREEN

This game is fun to play outside! Let your child run around and listen for you shouting the colours out. When you say green your child can 'go' or run. Red means 'stop' and amber means 'sit down' or 'clap hands'.

ANIMAL SOUNDS

Put a selection of familiar animals in front of your child. Make the sound of one of the animals and let the children take turns to find it.

MUSICAL GAMES

Play musical statues or musical bumps and when the music stops your child has to do an action e.g. clap hands, stamp feet etc.

Kim's Game

Put 5 things from around the house on a tray - it could be things like a pencil, an orange, some cotton wool, a toy etc.. Ask your child to look carefully at them for about thirty seconds. Then cover the tray, take away some of the objects, then show your child the tray again, can they remember what is missing??

USE TIMERS

e.g. sand or egg timers to visually show the child how long you want them to listen or join in for.