



LISTENING GAMES

1. Silly stories

Say 'I'm going to tell you a silly story. Every time you hear something silly put up your hand'.

Sample silly story:

Once there was a man whose house was at the bottom of the sea. Every morning he would dive downstairs to have a nice cup of seaweed for his breakfast. Afterwards he would clean his teeth in the same and then swim upstairs to put his clothes on, etc. etc.

2. Silly endings

Take turns to complete sentences with a silly ending.

Starters:

1. As I walked down to the shops I saw...
2. My teacher told me to...

3. Riddles

A person who cures sick people is a ...
A person who helps children learn is a...
An animal with four legs and barks is a...
I swim in a pond and go quack, I am a ...
I lock the door, I'm a...

AUDITORY MEMORY

1. Ask child to memorise a list, e.g. 'I am going to put on my brown shoes... and my white socks...and my blue scarf...' At the end each child has to Remember how she is supposed to be dressed.

Variations of this could be: 'I went to the park and saw a... and a...'

My House: 'In my house there are...and ...and ...'

My School: 'In my school there are...and ...'

2. Instructions

Give a range of instructions beginning with on sequence requests, i.e. 'Bring your book please' through to several sequence requests like 'Go to the top drawer and give me your blue socks'. Child requests an adult to do similar things.

3. Memory game. I went to the market and bought:-
Nursery Rhymes, address, Days of week.