

### Attention and Listening

#### Let's build a tower!

Tell your child that they are going to build a tower from different colour building blocks.

Give your child simple instructions to follow while building their tower, one instruction at a time.

Let your child be the instructor and let them tell you how to build a tower, giving you instructions.



#### What's on the washing line?

Show your child clothes and the washing line. Tell your child that you are going to give them an instruction about what they have to put on the washing line. You can give your child one piece of clothing at the beginning. To make things trickier add more items of clothing with each further instruction! See how many items you can remember to put onto the washing line correctly!

Now tell your child that they are going to give you the instructions!



### **I went to the shop and I bought a ...**

Start by telling your child *"I went to the shop and I bought a ...carrot"*. Tell your child that they have to say the same sentence, *"I went to the shop and I bought a..."* and they have to remember what you said and then add on something that they bought themselves. The game continues until someone cannot remember all the past items bought in the shop. See how many items you can remember!



### **Guessing game**

Tell your child that you are going to describe something in the room. Your child has to listen to the description and find the object that you are describing. Your child can then take their turn and describe an object to you.

For example; *"Can you find something soft and red in this room?"*



### **Tell a story together!**

Tell your child that they are going to help you make a story up. You say the beginning of the story and encourage your child to think of a sentence to make the next part of the story. Continue the story, taking turns to make up a sentence. You can play this game with other members of your family too.

Enjoy making your story as creative and funny as you can!



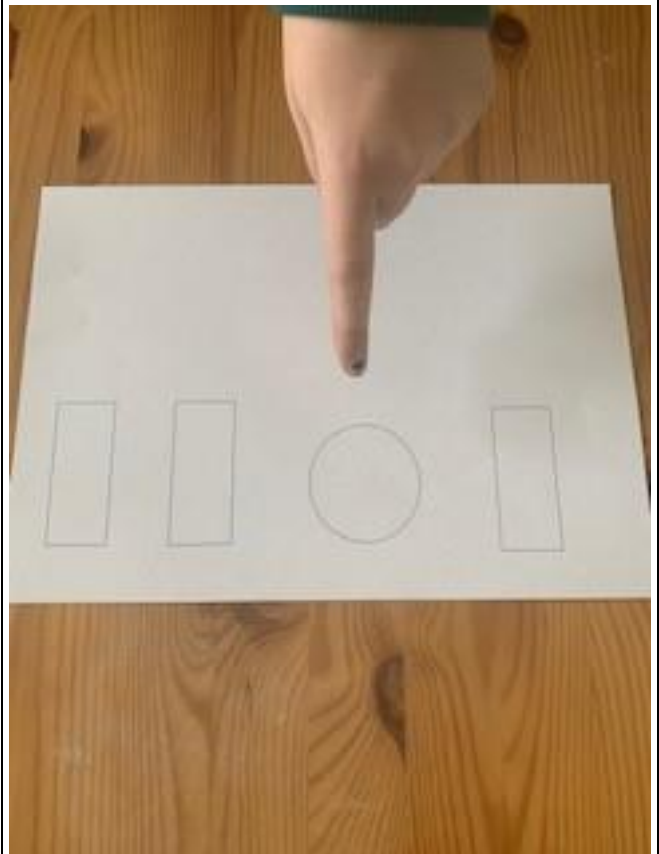
### **Odd One Out!**

Tell your child that you are going to tell them a list of words that are part of a particular theme or category. Insert one word into the set that does not belong and ask your child to identify the word which doesn't belong in that list, e.g.

*“cow, sheep, dog, cat, pig, house, sheep”.*

You could make this trickier by making the category more specific, e.g. *“cow, frog, pig, horse”.*

Encourage your child to tell you why the object does not belong in the group!

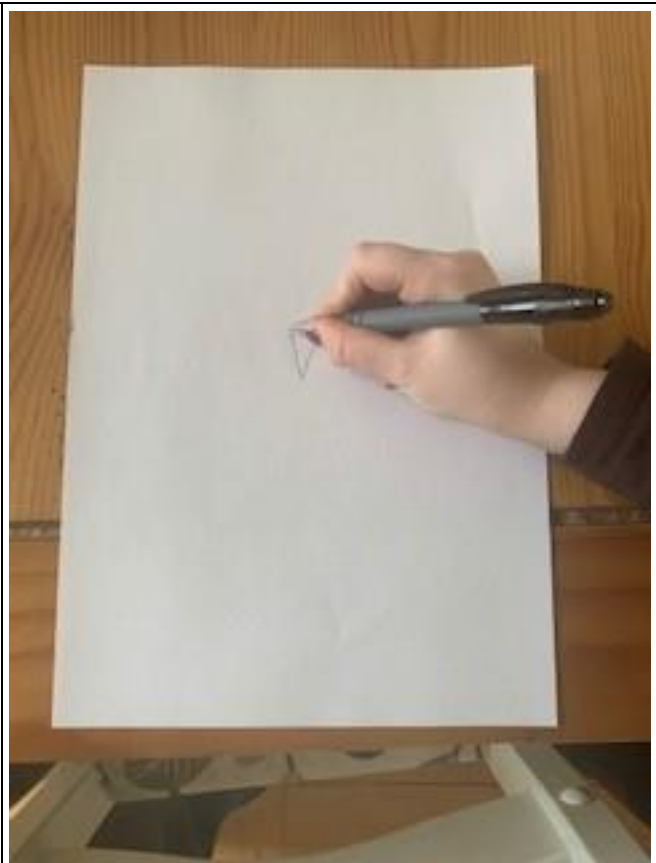


### **Draw it!**

Tell your child that you are going to give them a simple set of instructions to draw something on a page, e.g. *“Draw a triangle at the top of the page and a square at the bottom of the page”*.

The instruction *“Draw it!”* is then given and your child has 20 seconds to try to recall and follow the instructions you gave.

You could play this as a family too and give points to the person who was able to *“Draw it!”* Have fun and encourage your child to also be the one to give the instructions!



### **Colouring barrier game**

Tell your child that they are going to follow your instructions. Give your child and yourself a copy of the same colouring page. Tell your child what they are going to colour in and with what colour, e.g. *“Colour the square blue!”*

When your picture has been coloured in, show your pictures to one another and see if they are the same!

Encourage your child to also be the instructor and to give you instructions.



### Follow the leader

Tell your child that they are going to follow you. They have to copy the same actions that you do. Start with doing two simple actions, e.g. *“Clap your hands once and tap your knees!”*

Ask your child to copy you. Make the routine trickier by adding in more actions each time.

Encourage your child to also be the leader and make a routine up for you to follow!



### What did you hear?

Tell your child that they have to listen on a walk for objects that they hear. You could then describe an object to them that you heard on the walk, e.g. *“I hear with my little ear something that moos”*.

They then have to describe an object that they heard for you to guess.

