

Attention and Listening Games



Attention and Listening Games

If Your Name Begins With a ...

Get the children to sit in a circle.

Teacher to say, "If your name begins with 's', run into the middle of the circle."

You could make this more fun by adding in a parachute: "If your name begins with 't' sit under the parachute," and then the other players lift the parachute up and down.

To make it harder, add in two sounds that the children are listening for: "If your name begins with 's' or 't'..."



You could then work on the children listening for the first sound of their first name and their surname.

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Kim's Game

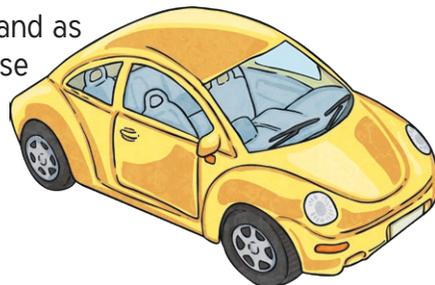
Place objects on a tray. Objects can be linked to the topic you are covering, e.g. transportation toy car, lorry, train, boat.

Go through with the children what objects are on the tray.

Cover the objects and take one object away.

Children to guess which object has been removed.

It's best to start off with a few objects, and as the children grow in confidence, increase the number of objects.



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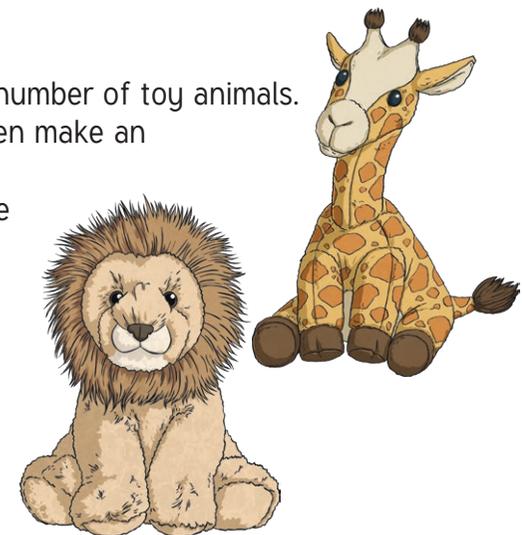
Match the Sound

Get the children to sit in a circle.

In the middle of the circle, place a number of toy animals.

The adult to choose a child and then make an animal noise.

The child to go to the middle of the circle and find the animal to match the sound made by the adult.



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Put the Washing on the Line

Tie a piece of washing line between two chairs.

Give the children different items of dolls' clothes, e.g. trousers, T-shirts, socks, pants, dresses.

Adult to say: "If you have dolly's socks/trousers/dress put them on the line".

To make the activity harder:

Use colour and item, e.g. "If you have dolly's pink socks put them on the line."

Use patterns of the clothing, e.g. "If you have something spotty put it on the line."

You could also give the children two or more items to put on the line, e.g. "if you have dolly's scarf and coat, put them on the line".



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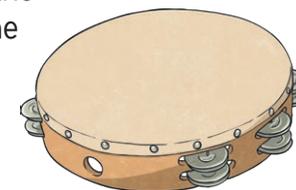
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Pass the Sound

To play this game, you will need pairs of musical instruments and a barrier.

The adult to hand out one set of the musical instruments and place the other set behind the barrier so the children cannot see.

The adult to play one of the instruments behind the barrier and the children to listen and see if it is the same as the instrument they were given.



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Pairs Game

To play this game, you will need two sets of matching picture cards. They can be any picture cards or they could be related to your termly topic.

Mix up the cards.

Lay them in rows, face down.

Ask a child to turn over any two cards.

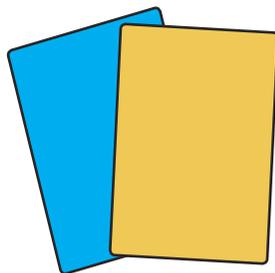
If the two cards match, keep them.

If they don't match, turn them back over.

Remind the children to remember what was on each card and where it was.

It is then the next child's go.

The game is over when all the cards have been matched.



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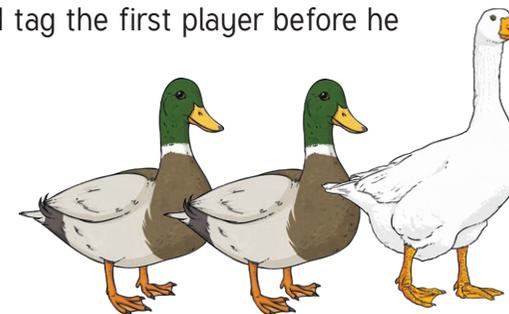
Duck Duck Goose

Get the children to stand in a circle.

Choose the first player.

The player walks around the circle, tapping each player on the shoulder saying "duck" until the player decides to say "goose".

The 'goose' who has been tapped on the shoulder has to run around the circle and try and tag the first player before he stands in the 'goose's' place.



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Pass a Rhythm

The adult claps out a rhythm and passes it onto the next child and then it is passed around the circle.

Start off with a simple rhythm, making it more difficult as the children become confident with the activity.

