

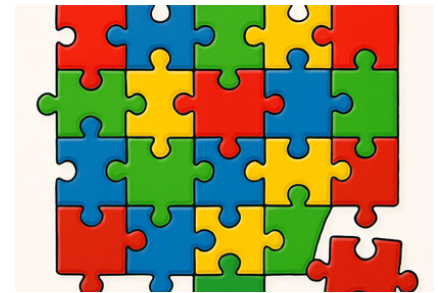
Activities to Encourage Listening to Instructions

'Go!' games

The idea of these games is to encourage your child to wait until he hears "Go!" before he does something. For example, rolling a ball, pushing a car, kicking a ball, knocking down a tower, jumping off a step, ball and skittles.

Another "Go!" game

Do a jigsaw puzzle with your child. Each of you takes a turn to say, "ready steady go" before the other person puts the puzzle piece in the jigsaw.



Musical instruments

Using instruments encourage your child to make a noise. When you say "stop" he must stop making a noise and start again when you say "go". If your child does not wait until you say "go" gently hold his hand until you are ready to start.

Stories with Puppets

Each child has a character puppet related to the story being read/told. The adult reads the story and when the child hears his or her character they waves their puppet.

Musical Islands

For this game you will need six pieces of paper large enough for your child to stand on. Draw a simple picture on each piece of paper e.g. cup, ball, fish etc. Scatter the pictures on the floor. Play some music while your child dances. When the music stops he must listen carefully to what you say. Say "where's the ball?" etc. Your child has to jump onto the correct picture.

Name Game

In a small group, children take turns to throw a beanbag to another, saying the name of the receiving person as they throw.

News Time

An object such as a microphone or favourite toy is passed around for each child to hold, but only the holder of the object can speak.

Shopping List

I went to the shops and I bought..... Take turns thinking of something you can buy in the supermarket. Try and remember what the last person said, e.g.

Player 1 - "I went to the shops and I bought a banana"

Player 2 - "I went to the shops and I bought and banana and an ice cream."

See how many you can remember between you.



Simon Says

The adult gives an instruction and the child must only carry it out if the adult says Simon says before the instruction, e.g. "Simon says touch your nose". Take it in turns to give the instructions.

Name story

Make up a story with your child's name in it. Read it once and then repeat it explaining that he must put up his hand or stand up when he hears his name.