

## Auditory Memory

Auditory memory is the ability to recall information that has been given orally. The activities listed here can help develop auditory memory and can be incorporated into lessons for the benefit of all pupils

Pupils who have difficulties in this area may have:

- **an inability to retain** more than one or two items of information from a lesson presented orally
- **difficulty recalling information** after a period of time, unless given specific support strategies
- **difficulty in recalling information** in the correct sequence
- **visual/spatial strengths** (learn better from charts, diagrams, videos, demonstrations and other visual materials)
- **a good visual memory** (be able to visualise information and present it in the form of mindmaps, diagrams, charts, posters, illustrations)
- **kinaesthetic strengths** (learn better when actively involved in a lesson through movement and touch).

Activities to develop auditory memory skills:

1. **Repeat and use information** - pupils could be asked to repeat a sequence of two or three colours and then thread beads or arrange cubes using that sequence. The pupils could also complete card number sequences in the same way.
2. **Reciting** - action rhymes, songs and jingles. Use the actions to aid the recall of key learning points.
3. **Memory and sequencing songs** - songs like Old Macdonald, I am the music man, One Man went to Mow.
4. **Story recall 1** - retell the main events of a story, using puppets and background scenery as cues.
5. **Story recall 2** - draw the main events in well-known, patterned stories (e.g. Little Red Hen, The Gingerbread Man).
6. **I went to market and I bought** - using real shopping items or pictures. Pupils have to recall the sequence of items bought.
7. **Recall verbal messages 1** - containing one or two elements and requiring a yes or no reply.
8. **Recall verbal messages 2** - containing one or two elements and requiring completion of an action- 'John tell Joe to jump off his chair and touch the desk'
9. **Instructions** - recall and repeat task instructions containing one, then two, then three elements.
10. **Drawing 1** - story sequences from memory.
11. **Drawing 2** - the sequence of a simple activity.
12. **Simon says** - with a small group
13. **Barrier Games**- one player draws a simple picture and gives the other child instructions on how to copy it. Once complete, the screen is drawn back and the two compared.
14. **Odd one out** - Read out 3, 4 or 5 words and the pupil has to say which word is the odd one out.
15. **Alphabet name game** - recall the sequence of the alphabet using names.
16. **Draw a time sequence** - flow chart of the main events in the story.
17. **Mind-maps** - show the pupils how to use mind-maps to aid recall of key information.