

Attention and Listening Games



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Musical Islands

Place islands (carpet tiles or cushions) on the floor, ensuring that they are spread out across the floor. The children move around the room while the music is playing and when the music stops, they walk to an island. Each time the music starts, remove an island. When the music stops, there should be a child that is not standing on an island and this child is then out. The winner is the last person in the group with an island.

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Let's Go Shopping

Put out a selection of toy food items in front of the group, naming the items as you put them out. Choose one child and give them the basket. Ask them to listen carefully as they will need to get the food items on the shopping list and put them in the basket after you say 'go'. Name three food items and then say 'go'. If the children cannot remember



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the three food items, give them clues as to what they have forgotten. For example, 'it's a fruit', 'it is green' or 'it begins with an 'a'. As the children increase in confidence, you can then increase the number of food items that they need to remember.

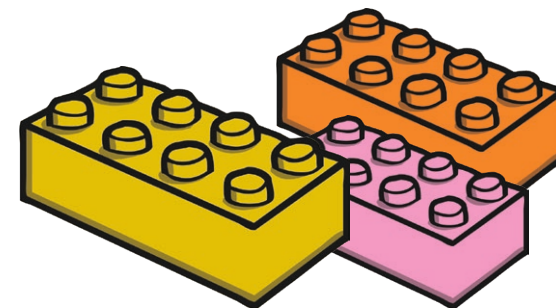


Colourful Tower

Share out a selection of the same colour of bricks between yourself and the child. Ask the child to sit with their back to you so that they cannot see the tower you are building. Ask the child to build a tower using the coloured bricks. For example, 'put a yellow brick at the bottom, then a red brick, then a blue brick'. Make the

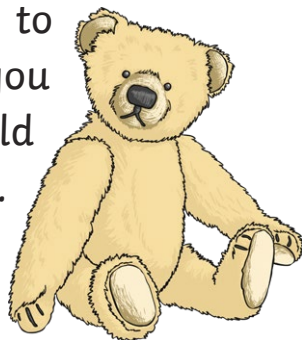


same tower yourself while you are giving the child instructions. When the child has finished their tower, compare your towers to see if they are the same. As the child increases in confidence, you can then increase the number of bricks in the tower.



What's in the Box?

Give yourself and the child a box and a selection of compare bears. (If you do not have compare bears, you could try coloured counters or coloured bricks). Ask the child to sit with their back to you so that they cannot see what you are putting in your box. Ask the child to put compare bears into the box. For example, 'put four red bears, one green bear and two yellow



bears into the box'. Complete the same instructions yourself. When the child has finished putting their bears into their box, get them to look at your box and see if you both have the same combination of bears. As the child increases in confidence, increase the number of different bears you can put into your boxes.



Odd One Out

The adult lists two words that are in a category and one word that is not in the category. The children listen and say which word does not belong in the category. For example, for 'apple, banana and spoon', 'spoon' would be the odd one out. With 'red, dog and blue', 'dog' is the odd one out.



Wrong Words

Explain to the children that you will be singing nursery rhymes but one of the words has been changed. Ask them to listen carefully to the rhyme and put their hand up when they spot a word that is in the rhyme by mistake. For example, 'Humpty Dumpty sat on a wall, Humpty Dumpty had a great bike' or 'Incy Wincy Spider climbed up the water hat'.



Musical Instrument Walls

Take pictures of four musical instruments and stick each of the four pictures in different places around the room. Place the same four instruments under a blanket in front of you. Ask all of the children to stand or sit a short distance away from you in the room. Play one of the musical instruments and ask the children to decide which instrument you have played. Ask the children to then move to the correct picture. If some children go to the picture

of an instrument not being played, then they are out. Continue the game until one child is left and they are the winner. You can choose to make it easier by introducing the children to the sound of each instrument beforehand. You can make it harder by choosing instruments that have a similar sound or choosing more than four instruments.

