

Other things to try: 5d

Develop listening skills through games

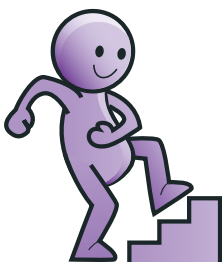


Why is this important?

Listening games help develop attention skills. Listening is a learned skill which needs to be taught and needs practice to develop.

What to do

- Sing nursery rhymes and pause before a key word. Encourage the child to fill in the missing word, e.g.
 - ★ ‘Baa Baa Black ...?’
 - ★ ‘The Wheels on the ... Go Round and ...?’
 - ★ ‘Hickory Dickory Dock, the Mouse Ran up the ...?’
- Read well-known repetitive stories (e.g. ‘The Gingerbread Man’, ‘The Three Billy Goats Gruff’, ‘The Three Little Pigs’). Encourage the child to join in with the repetitive parts, e.g.
 - ★ ‘Who’s that tripp-trapping over *my* bridge?’
 - ★ ‘Then I’ll huff and I’ll puff and I’ll blow your house down.’
- Play ‘Musical Statues’/‘Chairs’/‘Bumps’ in groups. Children have to listen to the music and ‘stop’ when the music stops.
- Play a shopping game where you ask the child to buy one, two or three items.
- Read a story (e.g. ‘Goldilocks and the Three Bears’). The child has to listen for the name Goldilocks and perform an action when you say the word (e.g. stand up, hold up a picture of Goldilocks).
- Hide a musical toy and encourage the child to follow the noise to find it.



Step up

- Introduce more pauses in songs and stories as the child joins in the activity more and more.
- Listen to less obvious differences in sounds (e.g. animal noises or musical instruments).
- Introduce the instrument being played behind a screen. Give the child a couple of instruments to choose from – which one did he/she hear?

Step down

- Try the activities in a group of two children where the second child acts as a role-model for the first. The second child will demonstrate the activities and this may help the first child join in.
- Use a small range of activities and play them often.
- Pair a child with a mentor who will help to post items, stop and start the movements to the music, etc.

