

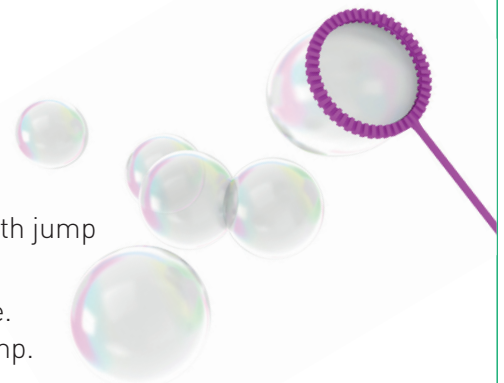


# PRE-SCHOOL ATTENTION AND LISTENING ACTIVITIES

## Waiting/anticipating

Anticipation is a wait or expectation for something to happen. The ability to anticipate also indicates the ability to focus. In 'Ready Steady Go!' games the child has to wait until you say 'go!' for an exciting thing to happen.

- 🚩 **Blow bubbles** and get the child to wait for 'go!'.
- 🚩 Play **musical bumps**.
- 🚩 Play **'peek-a-boo'**.
- 🚩 **'Jack-in-the-box'** - Crouch down on the floor with the child and both jump up when you clap your hands or bang a drum.
- 🚩 Make a **ramp** by leaning a piece of card against a piece of furniture. The child waits for **'ready, steady, go!'** to **let a car go down** the ramp.
- 🚩 **Pop up toys, marble runs, running races, musical instruments** - any toys that are exciting will motivate them to **anticipate**.



## Doing things together

- 🚩 Point out **sounds** in the environment when you are out and about – cars/buses/diggers/tractors, police cars/fire engines, birds, music, phones ringing, announcements etc.
- 🚩 Sing **songs** and do the **actions**:
  - // Wheels on the Bus
  - // Wind the Bobbin Up
  - // Incey Wincey Spider
  - // Head, Shoulders, Knees and Toes
- 🚩 Try **leaving out a word** from a song the child knows well. Can they fill in the gap?
- 🚩 Sing or play songs and **beat a rhythm** at the same time with your hands or an instrument.
- 🚩 **'Copy me'** – do an action for the child to copy.
- 🚩 **Reading** is a good shared activity – build it into a bedtime routine.
- 🚩 **Bath time** is a time when there are a limited number of toys and less distractions. Spend time together pouring, splashing and dropping things in etc.





## Taking Turns

Use the words '**MY turn**' and '**YOUR turn**' and prompt the child to wait.

- 🚩 **Build a tower**, taking turns to add the bricks.
- 🚩 Take turns putting in pieces of a **puzzle** or putting a piece on '**Mr. Potato Head**' (Try other games like '**Kerplunk**' and '**Buckaroo**' where you have to add pieces until something happens).
- 🚩 Take turns **rolling a ball** or **car** between you on the floor.
- 🚩 **Post things** into a posting box taking turns.
- 🚩 **Fill a bucket** with sand one spade full at a time in turns.
- 🚩 Take turns **threading large beads** onto a string.
- 🚩 Use pairs of **noisemakers** (shakers, tambourines, drums). Take turns making sounds.
- 🚩 **Kick a ball** between you or take turns kicking it at a goal or target.
- 🚩 Set up **skittles** and take turns to roll the ball and knock down the skittles
- 🚩 Whatever you are doing with the child, you can **take turns** – stirring the dinner, putting toys away, dusting etc.



## Listening Games

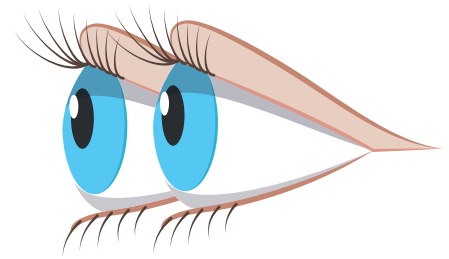
- 🚩 **Hide a toy** that makes a **noise** around the house somewhere eg under a cushion, behind a curtain. Can the child listen and find it?
- 🚩 Play '**copy the claps**' where you clap a rhythm and the child copies it (use noise-makers or musical instruments as well).
- 🚩 Put some toys or objects on a **table** and pretend they are in a **shop**. Give the child a bag, and a short list of two or three things to buy from 'the shop'.
- 🚩 **Lotto game** – choose a picture and describe it, to see if the child can listen and tell you if they have the picture.
- 🚩 Link an **action** to a **sound** eg a drum means jump, a shaker means sit down, a clap means sleep. Can the child listen to the sounds and do the right thing?
- 🚩 Play '**Simon says**' – the child must do the action you say.
- 🚩 Cut **holes** in some **boxes** so you can **post** things in. Stick a picture of an animal on each box. The child must feed the right animal with something when you make an animal sound. You can also play this with teddies or puppets – the child has to listen for what the puppets want to eat and feed them (this could even be the child's finger, arm, leg, hair, nose!).





## Looking

- Encourage the child to **look at you** before you say 'Go', in Ready Steady Go games. Praise them for doing 'good looking'.
- Get down to the **child's eye level** and look at them before pointing to something, giving an instruction, asking a question etc. Remind them to look at you as well before you speak.



## When to play

Find a time when you are both not too tired and try to get rid of other distractions eg turn the television off.

Make your voice as **exciting** as you can, the more excited you are about playing, the more exciting the game will seem! Brothers, sisters and cousins can join in as long as they take their turn properly and understand that they are joining in with the child's game. Give it a try to see if it works and you can stop if it becomes too distracting for the child.

Make it **fun** and stop playing while it is still fun. This way they will want to play again tomorrow.