

All students sit in a large circle. Beginning with one sound, lead students in a pattern (see examples to the right). Have one student at a time do the movement until everyone has had a turn. During the next round, add one sound to the first and proceed around the circle again. Continue adding to the pattern in this way.

If a student forgets the pattern, have everyone in the group try to repeat it. When you are ready to complete the game say, "this is the last round."

When the game is over, discuss how students were able to remember the pattern.

- ? Did you listen to the sound?
- ? Did you say the pattern in their heads?
- ? Did you notice a pattern in the movements?

Start a new game. This time have the student say the pattern out loud as they repeat it.

- ? Were you able to remember more of the pattern if you had to say it aloud?

This activity is similar to the memory game Simon by Hasbro; if you have access to computers in your classroom, Simon is a great free time activity.

<http://www.thepcmanwebsite.com/media/simon> or

<http://www.activitypad.com/online-games/simon>

MATERIALS:

- None

REMEMBERING PATTERNS

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