

Memory & Thinking Games



Line up three cups. Place a small object under one cup. While child watches closely, switch the cups back and forth into new positions. Ask the child where the object is.



Listen closely.

Determine a word or phrase to listen for. Everyone stays quiet until they hear someone else in the waiting area say that word or phrase.

Make me laugh.

Without touching the other person, make them laugh. Optional: make this a silent game.

Silly sentences.

One person chooses 5 random letters. Kids come up with sentences in which each word starts with the designated letter. For example, HRTB. Harry read three books.

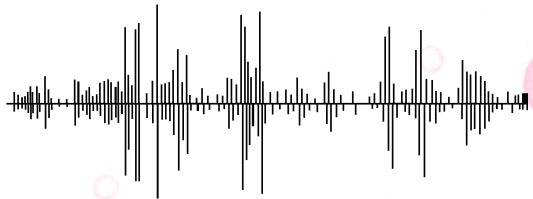


Retell a story.

There are several ways to approach this story game. When you are on the go, start to retell a favorite story. Variations include:

Taking turns with sentences, or plot points. Omitting sections of the story and asking kids what you forgot.

Have the child retell the story from memory. Storytelling word by word.



Word chain.

Choose a topic, such as food. The first person says a word, the second person says that word plus his own, the third person says the first two words plus her own, and so forth, continue until someone can no longer remember the word chain.

Sound chain.

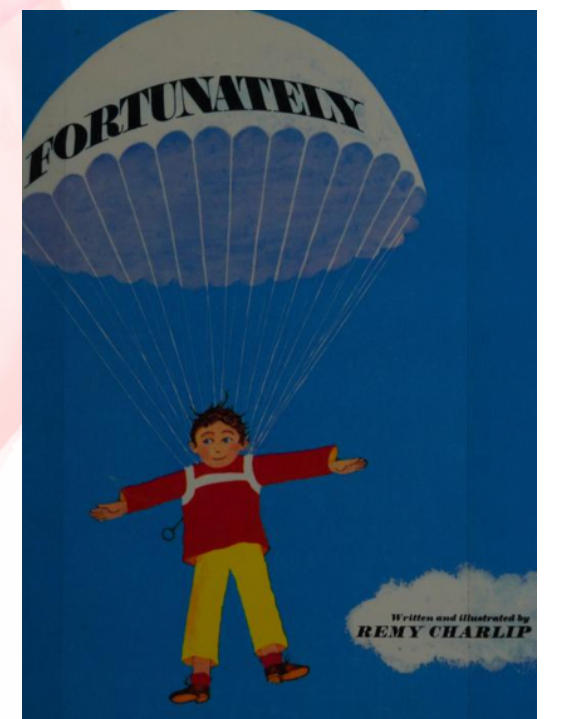
One person starts a pattern using snaps or claps. The others must repeat the pattern. The first person then adds on to the pattern and the others must repeat this longer pattern. Play continues until no one can remember the pattern.



Imaginary Traveler. Taking turns, and continuing with consecutive letters of the alphabet, kids imagine where they might go and what object they want to take along on their trip. For example, "I'm going to Aunt Amanda's and I'm taking my Aardvark."



Name Five. Choose a category such as states, flowers, animals and going through the alphabet, each player must name five things in that category. For example, if animals is the category, the first player may say aardvark, antelope, ant, anteater, ape. The next player starts with B: baboon, bee, bear, bullfrog, bird.



Fortunately/Unfortunately. This imaginative thinking game is inspired by Remy Charlip's book, Fortunately. One player starts a story with a sentence such as "Fortunately, the bus is coming." The next player counters with a sentence such as, "Unfortunately, it turned into an airplane and flew away!" The next player starts again with "Fortunately..."