

SEND Bulletin NO. 12



Visual Memory.

Visual memory is the ability to recall information that has been presented visually. The information may be retained for a short while (short-term memory), rehearsed and retained for a longer period of time (long-term memory), or retained and recalled in the correct sequence (visual sequential memory).

Children who have difficulties in this area may:

- be unable to recall patterns, shapes and designs
- have immature drawing skills (drawings lack detail)
- have problems with learning sight vocabulary and spelling high frequency words
- have difficulty with letter and number orientation
- find reading music difficult
- enjoy using multi-sensory strategies when learning
- use audio methods to aid recall of information
- have strengths in logic, verbal and non-verbal reasoning skills
- have kinaesthetic strengths (learn better when actively involved in a lesson through movement and touch).

Activities to develop visual memory skills

Recall features

Let pupils look at an object and talk about its features, then take the object away. Pupils try to recall as many of the features as possible.

Recall details

Let pupils look at a picture and talk about the details, then take the picture away. Pupils try to recall as many details as possible.

Complete the shape

Show pupils a shape. Give them an incomplete drawing of the same shape; ask pupils to complete the shape from memory.

Complete the picture

Show pupils a simple picture. Give them an incomplete drawing of the same picture; ask pupils to complete picture from memory.

What's missing?

Show pupils a complete picture, then one with items/details missing. Ask them to identify what is missing.

Kim's game

Place objects on a tray. Show the objects to pupils for a minute then cover them;

- a) ask pupils to recall as many as possible;
- b) take one object away and ask pupils to identify the missing object (start with very few objects, then increase the number gradually, within capability).

Recall sequences

- a) recall a series of three or four coloured shapes;
- b) recall a series of three or four everyday pictorial sequences;
- c) recall a pictorial story sequence;
- d) recall alphabet and/or number sequences using magnetic letters and/or numerals.

Cause and effect

Sequence cause and effect pictures relating to everyday experiences.

What happens next? (prediction)

Complete pictorial action sequences related to everyday situations, story sequences, etc.

Visual memory spelling games

Use board games such as snakes and ladders; pupils spell words correctly in order to move around board (e.g. they can move three spaces for three letter word, etc.).

Pelmanism

This game can be played on various levels using pictorial cards (shapes, letters, numerals and objects) or using words (nouns, verbs, adjectives, etc.).

If you have any particular items you would like information on or any interesting information or resources which you would like to share with your colleagues via this fortnightly bulletin please e-mail them to me:

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Many thanks

Anne