

# Attention & Listening

## Attention and Listening Games for EYFS/KS1

### Activities to try:

- **Environmental Sounds:** Go for a listening walk around school. **Listen** to and **talk** about sounds you hear around school e.g. school bell sounding or playground noise. Draw the child's attention to the sounds and talk about the sounds when you hear them.
- **Rhymes:** Sing songs together and encourage the child to join in and copy the actions.
- **Make a rhyme box:** A rhyme box is a box or bag that contains objects or pictures that represent nursery rhymes and songs. Allow your child to choose a rhyme or song using pictures or objects. Pause when you are singing and leave a gap at a familiar part to provide an opportunity for your child to fill in the gap (e.g. twinkle twinkle little.....). Do the actions during the song to support your child to pay attention. It allows them to join in if it is difficult for them to sing along.
- **Different Voices:** try in different voices and encourage the child to identify which voice you are using eg:
  - Big Ted - big, deep voice
  - Little Ted - whisper
- **Group game:** Sit in a circle and encourage children to listen for their name. Child listens for his name. When a child hears their name they stand up.
- **Drum Commands:** Use a drum to sound out different beats. When the child hears a slow beat they have to walk; fast beating means the child should move faster
- **Matching Instruments:** Have 2 sets of 2-3 instruments or noise makers. Look at the instruments together and talk about the different sounds they make. Encourage your child to close his eyes while you make a sound. Can your child copy the sound they hear?
- **Go! Games:** The child has to wait for the word 'go!' before completing the action eg:
  - put a piece of puzzle in a jigsaw
- **Stories:** share books together and encourage the child to sit and listen. Encourage the child to join in at their favourite parts. Use visual props to support the attention and understanding of the story.
- **Play 'Simon says...'** : the child must listen to the instruction before carrying out the action eg clapping hands; jumping, touching your head
- **Follow the leader:** sit in a circle. The group leader gives an instruction but the children must wait until the leader says "go". Eg "touch your head...go". You can gradually increase the length of time between the instruction and "go". You can make the task harder by giving longer instructions.

