

# Attention & Listening

## Listening out for sounds and words (sound discrimination)

### Activities try:

These activities involve the child listening out for a certain sound or noise.

- **Listening to sounds and reacting when they stop:** start with a musical statues game. Play some music and encourage the children to dance/move around. They have to stay still or sit down when the music stops. To step this up– you can play the music quieter or turn the music off for longer so the children have to stay for longer.
- **Discriminating between boxes:** you can collect a cardboard box and a metal tin and some marbles. Drop marbles into the tin and the box, point out the difference in noise as the marbles hit the different boxes. Ask the child to shut their eyes and listen carefully as you drop marbles into the chosen box. The child has to identify which the box made the sound.
- **Musical instruments:** collect containers and fill them with something that will make different noises, e.g. fill with rice, pasta or screwed up paper. Then shake the container and the child has to find the instrument which made the sound.
- **Musical instruments:** gather together four pairs of musical instruments, e.g. shakers/bells/drums/triangle. Demonstrate the noise each instrument makes to the child. Ask the child to close their eyes and then play an instrument. Then they have to identify which the instrument was that you played.
- **Actions to instruments:** have 2 or 3 different instruments to represent different actions e.g. bells→running, and shakers →jumping.
- **Sound lotto boards:** Use a simple sound lotto game where the children match sounds with pictures there are applications that can be downloaded onto mobile phones/IPads or you can make one. Play the sounds and see if the child can point to the picture that matches the sound.
- **Animal noises:** Find a selection of toy animals/pictures, e.g. 'cat', 'dog', 'pig'. Name each toy in turn and make the sound. See if the child can listen to the sound and select the correct toy/picture.

