

Improving memory.

These are some games from the web. Try the [BBC](#) as well.

General information - some techniques further down page. Web.

http://www.helpguide.org/life/improving_memory.htm



Basic spelling & word skills. Web.

<http://www.woodlands-junior.kent.sch.uk/interactive/literacy.html#5>

Matching tiles from <http://www.zefrank.com/memory/> - select from the list of titles in blue at the top right.



- Animated memory has moving coloured symbols <http://www.zefrank.com/memory/>
- Dana's memory uses colourful images <http://www.zefrank.com/memory/dana/>
- Ambro's memory has detailed graphics <http://www.zefrank.com/memory/ambo/>
- Monster memory uses distorted pictures <http://www.zefrank.com/memory/monmem/>
- Peter's memory has family snapshots <http://www.zefrank.com/memory/peter/>
- Tone memory uses sounds <http://www.zefrank.com/memory/tones/> this can get quite hard so start on the simple setting to reduce the number of tiles.

A Look, Cover & Write style set of graded games - all the same style. Some are for numbers & others for letters. It takes a few goes to get the idea - it's important to use the buttons on screen.

<http://ourworld.compuserve.com/homepages/easysurf/menu.htm>



Remember the order that the coloured birds sing using colour & tone. It starts off really simple but gets harder and harder

http://www.tidsb.on.ca/Schools/GrandviewPS/Room_108/pattern/memory.html



Remember the order that the continents on the map flash - each has a tone to help.

<http://www.nationalgeographic.com/ngkids/games/copycat/copycat.html>



Lots of similar 'match the tiles' games. Click on a topic in the grey picture. A screen of tiles with a large picture appears - click on the tiles to reverse them.

<http://www.1-language.com/memorymatchelem/index.htm>

