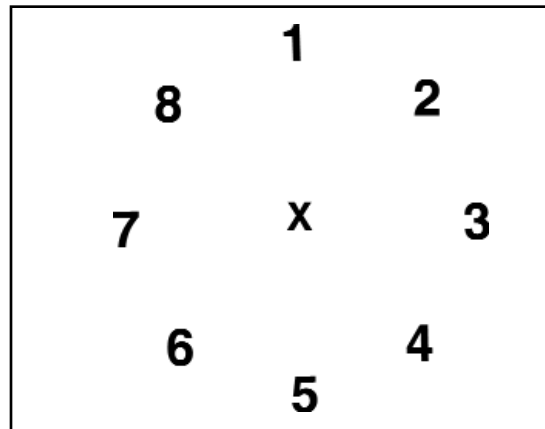


Form VM-2 CLOCK MEMORY GAME

Purpose: Spatial memory.

Materials: Marker board.

Method: Have the child stand in front of the marker board looking at the X at nose level. Place eight numbers in a 12 inch to 18 inch diameter around the X like the numbers on a clock. For example:



Level 2: Have him look at the numbers and then close his eyes. See how many he can remember and point to with his eyes closed as you call them out one number at a time.

Levels 3 to 5:

1. Same as Level 2, but call the numbers out of sequence, for example, 2, 6, 7. The child must remember and point to them in the proper sequence.
2. Same as #1, but use letters instead of numbers.