

Attention and Listening



Play 'Ready...
Steady... Go' games

Example: Getting the child to get ready, wait and then go on your command

Get two toy cars, one for you and one for your child.

Say '**Ready**' – pull the car back towards you on the floor.

Pause for 3 seconds

Say '**Steady**' – hold the car in place with no movement

Pause for 3 seconds

Say '**Go**' – push the car forward so it moves at a quick pace



Play 'Go and Stop'
games

Example: Getting the children to go and stop on your command

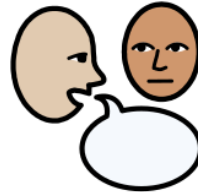
Get a empty plastic bottle and half fill it with rice, pasta, lentils so it becomes a shaker.

Say '**Go**' – your child shakes the bottle

Count to 5 in your head

Say '**Stop**' – your child needs to stop shaking the bottle

Repeat a few times



Play 'Simon Says'

Example: Give commands for your child to follow

Say '**Simon Says touch your nose**' – child needs to touch their nose

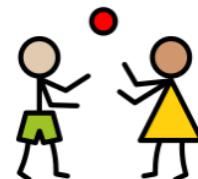
Count to 5 in your head

Say '**Simon Says touch your hair**' – child needs to touch their hair

Count to 5 in your head

Say '**Simon Says touch your hair**' – child needs to touch their hair

Repeat with other body parts



Play musical bumps

Example: Getting the children to stop when the music goes off

Play some music, and allow your child to dance or move around.

After 10 seconds, stop the music.

When the music stops, your child has to stop.

Repeat a few times.



Praise them for good
listening and attention.