Thank you for taking the time to look at the Working Memory Activities book. All of the activities in the Working Memory Activities book are user-friendly. The activities have been designed to assist your students to actively listen to and retain complex verbal information. Please note that some cutting and pasting (i.e. old style with scissors and glue) is needed before beginning several of the activities.

On the following pages I’ve included a full table of contents and thumbnails of some of the activities to be found to give you a sense of the look and feel of the book.
# Table of Contents

What is Working Memory........................................................................................................ 5
Introduction and Organization .......................................................................................... 6
Hint on how to best use this book................................................................................... 8

**Section 1 – Memory Test** .......................................................................................... 10
Memory Test Form ........................................................................................................... 12

**Section 2 – Digit Recall** .......................................................................................... 14

**Section 3 - Attributes** ............................................................................................. 19

**Section 4 – Working Memory Colors** ....................................................................... 25
House Drawing ................................................................................................................ 28
Farm Animal Drawing .................................................................................................... 32
Train Drawing ................................................................................................................ 37

**Section 5 – House furniture** .................................................................................... 42
House Plan and furniture ............................................................................................... 44

**Section 6 – Working Memory Boxes** ...................................................................... 79
Working Memory Shapes ............................................................................................... 80
Working Memory Box .................................................................................................... 82

**Section 7 – Working Memory Street Directions** ...................................................... 116
Street Directions – Tutorial *Game Items* .................................................................. 118
Street Directions - Tutorial *Example* ......................................................................... 122
Street Directions - Game Layout .................................................................................. 124
Street Directions - Game items .................................................................................... 125

References ...................................................................................................................... 161
Appendix A ...................................................................................................................... 162
Appendix B ...................................................................................................................... 174
Some thumbnails of the book’s pages...
Tutorial – Activity Items

Introduction to the Street Directions Items...

Street Map

The street map is where each player will place their car or the motorbike. The street map has roads and streets that differ from high ways and lots in that the roads represent a single line and the streets are more like block roads. There are four highways and four lots. The streets differ from the highways in that the streets represent stop signs. Each player must use the left or right marker to indicate turning left or right.

The A4 photocopy of the sheet can be doubled in size by most photocopiers to enhance gamification.

Car and Motorbike

The street directions activity features a top-down view car and motorbike. The vehicles come in different sizes for A4 game-board and A3 game-board use.

Left/Right Marker

The left/right marker is a visual cue to allow students to correctly orient their vehicles when turning either left or right.

Incorrect – the ruler is too far forward

Custom Ruler

The ruler is used to measure the distance from one end of the street or highway. For the sake of tidiness there are only two measures available, which are marked on the card. Of course, there are countless other measurements and only work within the context of the game. Important, measure from the front of the car or motorbike, never the rear.
**Working Memory – Home Furniture**

**Instructions**

The activities in this section prompt children to move furniture items within the confines of a house plan. Encourage students to use the left/right marker from section 7 (page 172 – appendix) if they have difficulty with left v right concept.

_You will need…_

- A photocopied sheet of the furniture drawings
- A photocopied sheet of the house box
- A pair of scissors
- A laminator (optional)

Cut out and laminate the furniture items and the house plan. Present all the furniture items and the top down view of the house interior to students, explaining what each area of the house is and to think of what types of furniture may go in each room. Explain to students that they have been tasked with _positioning_ furniture within the house and need to follow directions carefully and exactly.

If students have some difficulty with the _entry_ level activities, redo the _entry_ level and provide extra scaffolding for students as needed before moving on to the _Intermediate_ level.
House Plan & Furniture -

*Photocopiable*

- Two Seat Sofa
- Bath Tub
- Striped Bed
- Dining Table
- Three Seat Sofa
- Toilet
- Shower
- Bookshelf
- Kitchen Table
- Chair
- Fridge
- Bathroom Vanity
- Sink
- Plain Bed
- Side Table
- Cooktop
Working Memory – Home Furniture

Entry Level

Activity 1

1. Select the fridge, the striped bed and the chair.
2. Place the fridge in the bottom left corner of the kitchen.
3. Place the striped bed in the middle of bedroom 1.
4. Place the chair in the top right corner of the lounge room.
Working Memory – Home Furniture

Entry Level

Activity 2

1. Select the three seat sofa, the shower and the chair.
2. Place the chair in the bottom right corner of bedroom 2.
3. Place the shower in the bottom left corner of the bathroom.
4. Place the three seat sofa along the left wall of the lounge room.
Activity 3

1. Select the dining table, the bath, and the bookcase.
2. Place the dining table in the middle of the lounge room.
3. Place the bath lengthways in the middle of the bathroom.
4. Place the bookshelf along the right wall of bedroom 2.
Working Memory – Home Furniture

Entry Level

Activity 4

1. Select the two seat sofa, the toilet and the plain bed.
2. Place the toilet along the left wall of the bathroom.
3. Place the two seat sofa along the bottom wall of the lounge room.
4. Place the plain bed along the left wall of bedroom 2.
Activity 5

1. Select the dining table, the kitchen sink and the chair.
2. Place the dining table along the top wall in the lounge room.
3. Place the kitchen sink along the right wall in the kitchen.
4. Place the chair in the top right corner of bedroom 1.