

How to play?

Level: Elementary

Age: Children (Primary)

Time needed: 10 minutes

Aim: Review vocabulary related to a specific category and develop short-term memory

Skills: Vocabulary, Listening, Speaking

Materials needed: Set of city image and frame per student

Warm-up Tips

Before playing, ask students to stand up and have a look around. Tell students they have to memorize as many details as they can from the classroom. You can do this in a different place in the school (library, school yard, etc.). Give them one minute to observe and remember as many details as they can. Then ask them to close their eyes and list one, two or three objects they can remember. You can ask their location or any other details like colors. After a few answers, ask students to open their eyes and confirm their classmates' answers. This will help them to activate their visual memory before the game.

Instructions: Jim's Game

Give a copy of the worksheet to each student.

- Tell students they have one minute to memorize the image. Encourage them to say the words aloud (buildings, colors, etc.) and touch each object with their finger.
- Then, ask students to fold the worksheet to hide the city image.
- Tell students they have two minutes to write or draw inside the frame as many objects as they can remember from the image. For higher levels, ask them to add as many details as they can (color, shape, size, location, etc.).
- Then, ask students to unfold the worksheet and check their answers with a classmate.
- Encourage students to share their results and discuss how they can improve their memory.

Jim's Game for Unit Openers

You can use the frame to play Jim's Game with Unit Openers of your course book or any other scene to introduce vocabulary. Give a copy of the frame to each student or divide the class into pairs. Ask students to look at the image for a minute and then give them two minutes to draw or write their answers in the frame.

Remind students they can say the words aloud, point with their fingers, or even create a short story. Tell students these strategies could help them to improve their attention and memory.

Follow up Activities

This game is a great opportunity to encourage and develop Language and Literacy skills while developing metacognitive awareness.

After playing, divide the class into small groups. Explain to students that they will write a short story based on the image and its details. Encourage them to include as much detailed information as they can. Give them time to read their story as a team. Then remove the image from their sight.

Once they have finished their story, ask students to tell you what they remember from the image: objects, shapes, colors, number, location, etc. Write their answers on the board. Then show the image again and review their answers. Were students able to remember more items and details? Storytelling can be a helpful learning tool when working with memory.