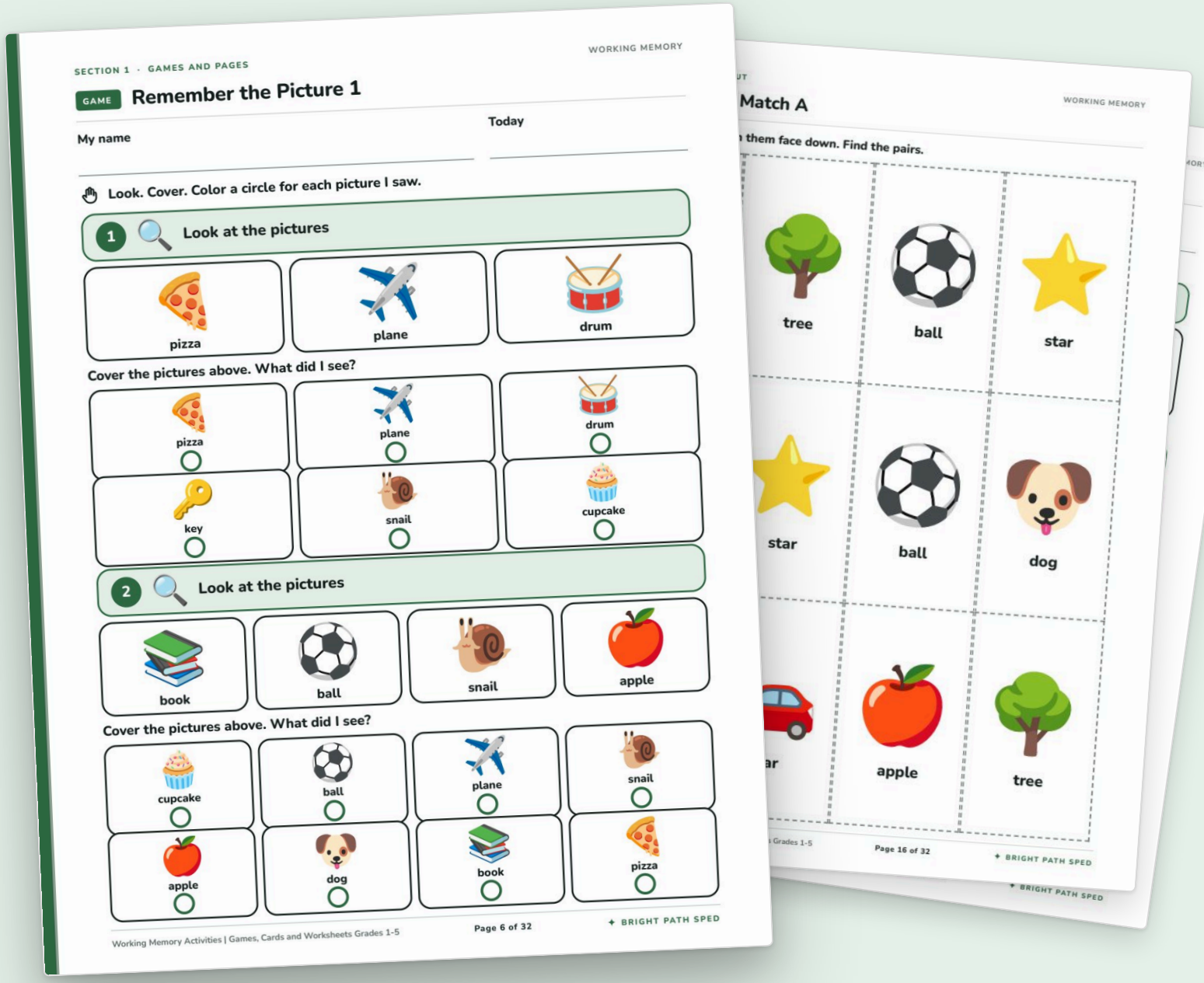
ACTIVITIES · GRADES 1-5 · VISUAL SUPPORTS COLLECTION

EDITABLE

Working Memory



32 PAGES | GAMES + WORKSHEETS | 24 MEMORY CARDS | COLOR + INK-SAVER

✦ BRIGHT PATH SPED

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☆ START HERE Start Here — Three Steps

1

Print the pages and the cards

Print the student pages (pages 6–14): 4 remember-the-picture rounds, 3 what-is-missing rows, 6 follow-and-repeat jobs, 7 remember-3 rounds, a make-my-own page and a weekly check-in.

Print the cards (pages 16–21) and cut them apart: 4 across, so each cut is one straight line.

2

Look, cover, try

Start with Remember the Picture (pages 6–7). The student looks, covers the top with a sheet of paper, then colors what was seen.

Add one new game at a time. Memory Match cards make a good game for two.

3

Log it, roll it up, send it home

One row on the log (page 25) for each round: the game, and whether the student remembered all of the things.

Total the week on the roll-up (page 26). Send the family page (page 28) home; the hand-off page (page 29) goes to any other adult.

WHAT THIS FILE IS

A fillable PDF of working memory activities: 4 remember-the-picture rounds, 3 what-is-missing rows, 6 follow-and-repeat jobs, 7 remember-3 rounds, a make-my-own page, a weekly check-in, 12 memory pairs in color, set A again in ink-saver, 12 blank cards, 8 remember-3 cards and the data pages behind them, with type-in fields on the name lines, writing lines, log, roll-up, family and hand-off pages. It works offline with no account.

WHAT THIS FILE IS NOT

It is not an editable online slideshow or word-processor document, and it is not an assessment, a counseling program, a behavior plan or a clinical procedure. It follows no named method and promises no outcome; it gives a student, in pictures and short games, something to practice, and counts what happened.

WHICH PAGE, WHEN

YOUR SITUATION	GO TO
I want a quick look-and-cover game	Pages 6–7
I want pictures in order, or one that is gone	Pages 8–10
I want the student to read and write the things	Pages 11–12
I need the answers	Answer key, page 24
A paraprofessional or another room takes over	Hand-off, page 29
A family conference or a check-in	Roll-up, page 26; filled example, page 27

IF SOMETHING DOES NOT WORK

A field will not hold my typing. Open the file in Adobe Acrobat Reader (free) or Preview, not a browser tab. **A picture reads as a different word.** Use a blank card; the **Ask a Question** tab on the product page reaches me, and a fix is a free update. **Confidentiality:** a filled-in log or roll-up is a student record — initials only on anything that leaves your hands.

GAME Remember the Picture 1

My name _____ **Today** _____

Look. Cover. Color a circle for each picture I saw.

1 Look at the pictures


pizza


plane


drum

Cover the pictures above. What did I see?


pizza ○


plane ○


drum ○


key ○


snail ○


cupcake ○

2 Look at the pictures


book


ball


snail


apple

Cover the pictures above. What did I see?


cupcake ○


ball ○


plane ○


snail ○


apple ○


dog ○


book ○


pizza ○

GAME

What Is Missing?

My name _____ **Today** _____

Look. Cover. Find the picture that is gone.

1 Look at the five pictures


car


carrot


snowflake


balloon


cat

Cover the top. Which one is gone? Write it or draw it.









2 Look at the five pictures


bus


key


cherries


crown


snowflake

Cover the top. Which one is gone? Write it or draw it.









3 Look at the five pictures


frog


plane


boat


cupcake


cat

Cover the top. Which one is gone? Write it or draw it.









GAME

Follow and Repeat 1

My name _____ **Today** _____

Look at the order. Cover. Say them again in the same order.

1 Look at the 3 pictures in order

1.  flower
2.  grapes
3.  cat

Cover them. Draw or write them in the same order.

2 Look at the 4 pictures in order

1.  bike
2.  balloon
3.  fish
4.  bee

Cover them. Draw or write them in the same order.

3 Look at the 5 pictures in order

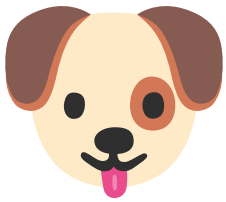
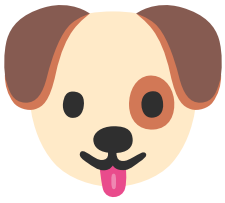
1.  balloon
2.  carrot
3.  fish
4.  frog
5.  snail

Cover them. Draw or write them in the same order.

CARDS

Memory Match A

Cut the cards. Turn them face down. Find the pairs.

 dog	 tree	 ball	 star
 car	 star	 ball	 dog
 apple	 car	 apple	 tree

LOG

Game Log

STUDENT _____ WEEK OF _____ GAMES IN USE _____

#	DATE	THE GAME (YOUR WORDS)	PAGE	GOT THEM ALL? (Y / N)	INITIALS
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					

ONE ROW A ROUND

Write the game in the same short words each time, and the page it came from.

GOT THEM ALL

Y if the student remembered all of the things in the round, N if not. Count the Y rows on the roll-up (page 26).

TRACKER

Roll-Up and Graph

STUDENT

GOAL (YOUR DISTRICT'S OWN WORDING)

CRITERION (YOUR TEAM SETS IT)

#	WEEK OF	ROUNDS PLAYED	GOT THEM ALL (Y ROWS)	PERCENT	NOTES
1					
2					
3					
4					
5					
6					
7					
8					

PERCENT OF ROUNDS WITH ALL THINGS REMEMBERED · ONE DOT PER WEEK, THEN DRAW THE LINE



FIGURING THE PERCENT

From the log (page 25): rounds played is the number of rows that week; got them all is the number of Y rows. Got them all divided by rounds played, times 100, rounded to the nearest whole number.

BRINGING THIS PAGE TO A MEETING

The criterion field is where your team's own number goes, so every dot is read against the same line. This page counts what is plotted; it does not decide what a flat line means.

EXAMPLE

Filled Example

SAMPLE · INVENTED STUDENT

Maya is invented, and so is every mark on this page. One week on the log (page 25), then three weeks on the roll-up (page 26).

The log, week of 10/12 (5 rows)

#	DATE	THE GAME	PAGE	GOT THEM ALL?	INITIALS
1	10/12	Remember the Picture	6	Y	MR
2	10/13	What Is Missing?	8	Y	MR
3	10/14	Follow and Repeat	9	N	MR
4	10/15	Remember 3 Things	11	Y	MR
5	10/16	Memory Match	16	N	MR

The roll-up, three weeks

#	WEEK OF	ROUNDS PLAYED	GOT THEM ALL (Y ROWS)	PERCENT	NOTES
1	10/12	5	3	60%	–
2	10/19	5	4	80%	–
3	10/26	4	4	100%	–

READING THE NUMBERS

Week one: 5 rounds, 3 with all things remembered, 60 percent. Then 4 of 5 (80 percent) and 4 of 4 (100 percent). In all, 11 of 14 rounds. Each percent is that row's own count divided by its rounds.

A LINE THIS SHEET COULD WRITE

"Maya remembered all of the things in 11 of 14 rounds over 3 weeks; rounds played: remember the picture 3, what is missing? 2, follow and repeat 3, remember 3 things 3, memory match 3."

Rounds played, all three weeks

GAME	ROUNDS PLAYED
Remember the Picture	3
What Is Missing?	2
Follow and Repeat	3
Remember 3 Things	3
Memory Match	3

WHERE THE NUMBERS COME FROM

Every roll-up row is counted from that week's log rows. The 14 rows across the three weeks are the 14 rounds; the Y rows are the 11.

WHAT THIS EXAMPLE IS NOT

One invented child's weeks. It sets no typical rate, names no cause and predicts nothing about a real student. A real filled-in copy is a student record: initials only on anything that leaves your hands.