IMPROVING Visual Memory BOOK 1

GRADES 3~4

REM 144A

A TEACHING RESOURCE FROM...





AUTHOR Shirley Prusinski ILLUSTRATIONS Eleanor Villalpando

©2005 Copyright by Remedia Publications, Inc. All Rights Reserved. Printed in the U.S.A.

The purchase of this unit entitles the individual teacher to reproduce copies for classroom use. The reproduction of any part for an entire school or school system is strictly prohibited.

To find Remedia products in a store near you, visit: http://www.rempub.com/stores

Remedia Publications, Inc. 15887 N. 76[™] Street • Suite 120 • Scottsdale, AZ • 85260



Introduction

PURPOSE:

This book is designed to help students improve visual memory skill. The exercises are consistent in design and format so students may accurately chart and compare their individual scores and progress. The chart enables them to actually see improvement and feel good about success in this necessary skill. Each picture contains situations and objects with which children should be familiar. The emphasis is placed on remembering what they see, not on figuring out what it is.

USE:

1. Reproduce the Visual Memory Record at the back of the book for each student.

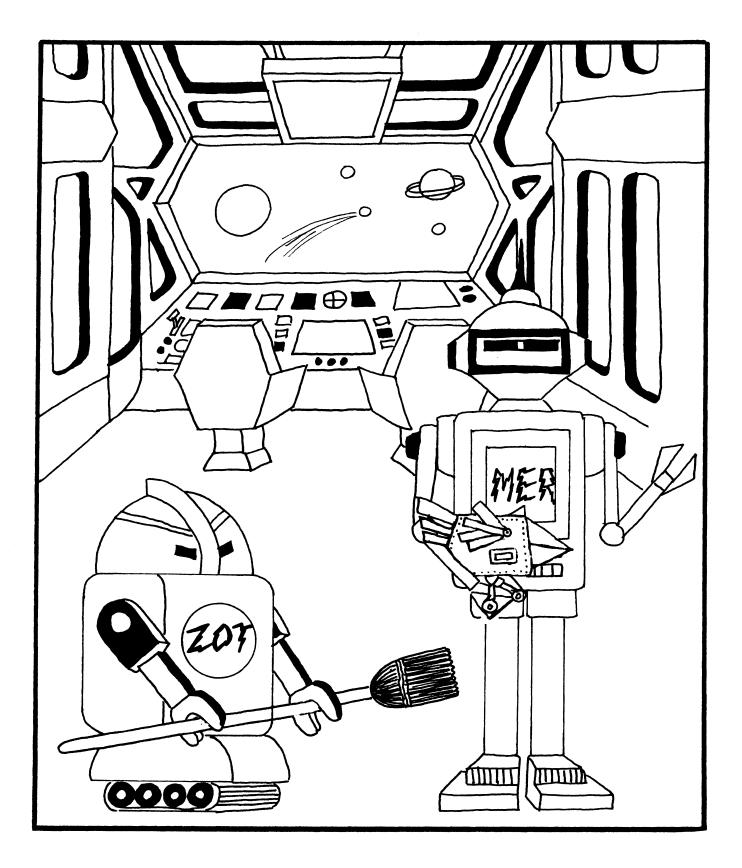
There are two rows of boxes for each picture. The second row is to record the number correct on a **repeat** observation of the same picture. The second observation should take place after more practice has been provided. Comparing scores on the same picture is another way to illustrate progress in visual memory skills.

2. Reproduce pictures with questions on the reverse side or on a separate page.

You may want to add questions about each picture as students become more proficient or let students think of new questions. Additional blank lines have been added to each question page for this purpose.

- 3. Distribute pictures. Allow three minutes for observation.
- 4. Signal the end of observation time and have students turn papers over and answer the questions. Caution students to not look back at the picture.
- 5. Allow whatever time period you feel is adequate for your students to answer.
- 6. Ask students to put pencils away and use a colored pencil, crayon, or marker for checking.
- 7. Go over the questions together. If there are disagreements over an answer, refer to the picture for verification.
- 8. Have students circle the number on the **Visual Memory Record** of any question they have answered correctly.
- 9. When all questions have been discussed, they count the numbers circled. This is the number correct.
- 10. Students color in the boxes to show this number. Six correct color six boxes.
- 11. After using each picture as a memory activity, allow students to color the pictures.

Visual Memory 1

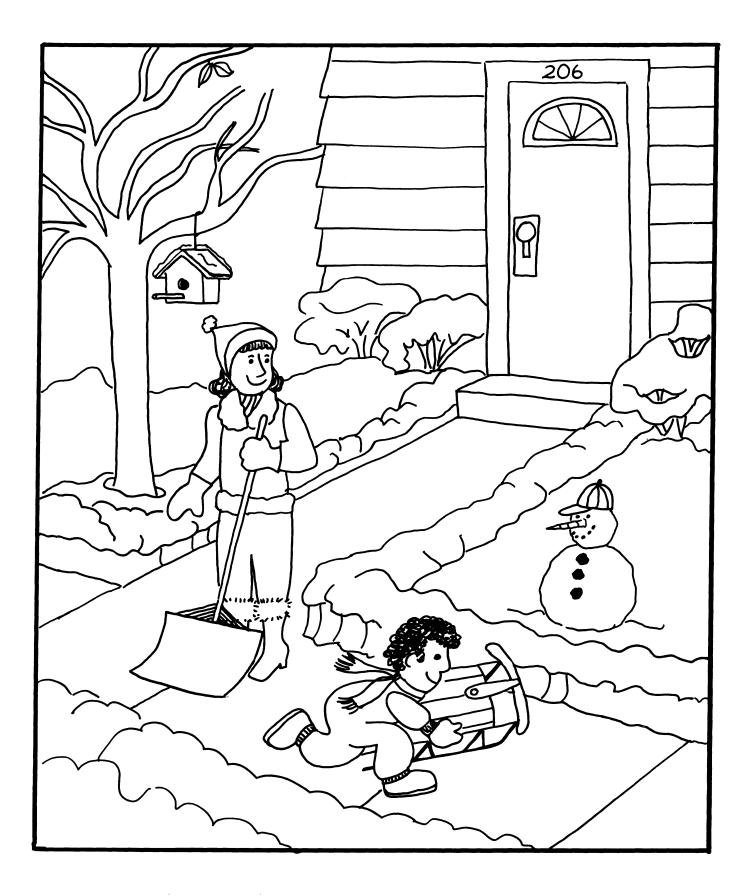


Name _____

1.	Where are the robots standing?
2.	How many robots are there?
З.	What is the shorter robot's name?
4.	What is the tall robot's name?
5.	How many seats are there?
6.	Is there a window in front?
7.	What is the tall robot holding?
8.	How many objects can be seen in front of the ship?
9.	What is ZOT holding?
10.	What shape is ZOT's head?
11.	
12.	

Think about the picture. Draw something you remember seeing.

Visual Memory 2

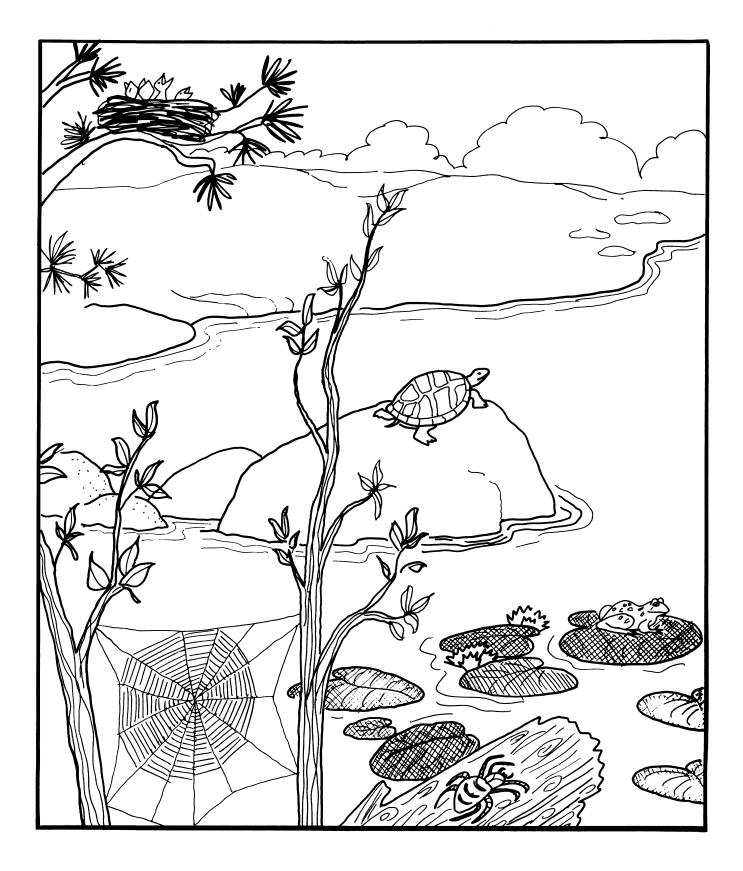


N	ar	n	е	_

1.	What time of year is it?
2.	What is the woman doing?
3.	What is the house number?
4.	What is hanging from the tree?
5.	What shape is the window in the door?
6.	What is sitting to the right of the sidewalk?
7.	How many leaves are on the tree?
8.	What is the boy carrying?
9.	What kind of hat is the snowman wearing?
10.	Are both people wearing hats?
11.	
12.	

Think about the picture. Draw something you remember seeing.

Visual Memory 3



1.	Is this an ocean or a pond?	
2.	How many animals are in the picture?	
3.	What animal is sitting on the log?	
4.	Where is the turtle sitting?	
5.	What is on a branch of a tree?	
6.	What is sitting on the big leaf in the pond?	
7.	Is the mother bird in the picture?	
8.	How many baby birds are there?	
9.	What is between the two trees?	
10.	How many flowers are in the water?	
11.		
12.		

Think about the picture. Draw something you remember seeing.