

Flashing Letters

This activity helps you to see more in one look now using groups of letters that are flashed very quickly. Letters are more difficult because there are more of them than numbers. Helping you to see more in each look will eventually help you to recognize all the letters in words as you read. This in turn helps you with sight words.

Step 1. Seeing three letters in one look

Three letters will be flashed on the screen. When they have disappeared, tell your helper the letters you saw, in the same order they appeared on the screen. When you begin this activity it will automatically begin flashing 3 letters. Click on '**start**' to flash the letters. After you have said the letters, check them by clicking on '**check**'. Continue clicking '**start**' to show the letters then saying the letters as they flash on the screen.

Your goal is to get 8 or more correct out of 10.

Step 2. Seeing four letters in one look

Click on '**letters**' at the top of the screen and click on '**4 letters**'.

Now four letters will be flashed. Click on '**start**' to flash the letters and then tell your helper the letters you saw, in the same order. Then click on '**check**' and continue with the next flashed letters. You can change the number to 5 when you get 8 or more of these correct out of 10.

Your goal is to get 8 or more correct out of 10. If you are aged 10 or older your goal is 5 letters.

Step 3. Four letters with counting

Click on '**beat**' at the top of the screen.

Start counting to 10 in time to the beat - when you begin to count, your helper will click on '**Start**' to flash 4 letters. Continue counting, saying each successive number in time to the beat until you reach 10. Now, stop counting and tell your helper the letters you saw.

Your goal is to get 8 or more correct out of 10.

Step 4. Four letters with counting, different order

Start counting to 10 in time to the beat - when you begin to count, your helper will click on '**Start**' to flash 4 letters. Continue counting, saying each successive number in time to the beat until you reach 10. Now tell your helper the letters you saw, but in **reverse order**, e.g. if the letters '**hwdt**' flashed, you would say '**tdwh**'.

Your goal is to get 8 or more correct out of 10.

Now, **again count to 10** in time to the beat before saying the letters but your helper may ask for them **in any order** – e.g. your helper may say tell me the second letter, then the last, then the first, then the third letter. Your helper will choose any order, which they will change with each presentation of the letters.

Your goal is to get 8 or more correct out of 10.

Step 5. Five or six letters

Click on '**letters**' and click on '**5 letters**'.

Repeat steps 3, 4 and 5 but with 5 letters. When you can recall 5 letters, getting 8 or more out of 10 correct start counting to 10 with the beat before saying the letters. Then when you are getting these correct at least 8 out of 10 times, count to 10 with the beat but re-arrange the order of the letters - backwards at first, then in any order your helper asks.

Then try six letters.

Step 6. Four letters with four choices

Click on '**Presentation**' and click on '**Simultaneous with choices**'.
Click on '**Letters**' and click on '**Four letters**'

When you click on '**Start**' four letters will flash on the screen, immediately followed by four boxes each with 4 letters, one of which will be the same as the initial flashed 4 letters. Try to see the letters in your head and try not to say

them. You should then click on the box which you think contains the letters that was flashed. Then the next letters will be flashed and the choice boxes appear.

This activity must be done while counting in time to the beat as you did in level 3 above. So click on '**beat**' and count to 10 in time to the beat as your helper clicks on **start**. However you should **continue counting** until you have clicked on the box that you think matches the letters that was flashed.

Ten trials will be presented and your score out of 10 will be shown on the screen. If you get 8 or more correct the next 10 trials of flashed letters will be more difficult.

Notes for helpers:

We are trying to encourage visual memory of the letters that was flashed - if counting occurs while the letters are flashed and continues until the choice is made by clicking on the appropriate box it is more likely that the letters will be visualised and held as a visual image until it is matched with the correct letters in the choices box. We are trying to stop the original flashed letters from being 'said', even if this only 'in your head'. We ideally want ***seeing not saying*** of the letters.

This activity can also be done with 5 then 6 letters.

Step 7. Three letters, one after the other

Click on '**presentation**' and click on '**sequential with choices**'.

Click on '**letters**' and click on '**3 letters**'.

Now the three letters will flash one at a time, but in very quick succession. The first letter will appear in the middle of the screen then disappear. Then the second letter will appear then disappear then the third letter will appear then disappear. Wait for all the letters to flash then say the letters, in the same order as they appeared on the screen.

Click on '**start**'. Wait for the three letters to flash, one after the other, then tell your helper the letters you saw, in the same order as the flashed on the screen. Then click on '**check**' to find out if you were correct. Continue to flash more sequences of letters by clicking on '**start**'.

Your goal is to get 8 or more correct out of 10.

Step 8. Four letters, one after the other

Click on '**letters**' and click on '**4 letters**'.

Now 4 letters will be flashed, one after the other, on the screen.

Click on '**start**' to begin then click on '**check**' when you have told your helper the letters.

Your goal is to get 8 or more correct out of 10.

Step 9. Five or six letters, one after the other

Click on '**letters**' and click on '**5 letters**'.

Now, 5 letters will be flashed one after the other on the screen.

Click on '**start**' to begin then click on '**check**' when you have told your helper the letters.

Your goal is to get 8 or more correct out of 10. Then try 6 letters.