

# Remembering Shapes

This activity helps you to remember shapes you see flashed on the screen. It is the next step in building up your ability to see and remember more in each look.

## **Step 1. Drawing the shapes**

A shape will flash quickly on the screen and you have to remember what it looked like then draw the shape the **same size** on a clear plastic sheet. The top of a CD case is good for this. There are four levels of difficulty. The first level presents basic shapes. The second level presents 2 basic shapes where one is inside or outside the other or overlaps the other. The last two levels present more complex shapes.

When you start this activity it will automatically begin at level 1, where one basic shape, a circle, oval, square, rectangle or triangle will be flashed. Click on '**start**' to flash the shape. Then draw the shape on the clear plastic sheet trying to make yours the same **size** and **shape** as the one flashed on the screen.

Click on '**check**' to compare your drawing to the shape that was flashed. Compare by placing the clear plastic sheet on top of the computer screen so you can easily see any differences. Remember you are trying to match the size of the shape exactly.

### **Notes for helpers:**

If the drawing is different from the shape on the screen, try to encourage them to tell you the differences. The language used does not have to be complicated, e.g. '**the up and down line on my drawing is too long**' or '**I have put in an extra sideways line at the bottom**' ... etc. However, the more descriptive the language used the better. You must be very particular here; their drawing must be exactly the same size as the one on the screen - it should look like it has been traced. Even small differences matter, because then the drawing and the shape on the screen are not exactly the same.

When you have made your drawing, checked it, and talked about any differences between the shape on the screen and your drawing, click on '**start**' again and draw the next shape.

**Your goal is to get at least 4 out of 5 drawings exactly the same size as the shape flashed on the screen.**

## **Step 2. Drawing two shapes**

Now the same shapes as before will be used, but there will be two shapes, one next to the other, one inside the other, or one overlapping the other.

Click on '**level**' at the top of the screen and click on '**level 2**'.

Click on '**start**'. The shapes will flash then you can draw what you saw on the clear plastic sheet. After drawing the shapes click on '**check**' to compare your drawing with the shapes on the screen. Overlay your clear sheet on the screen to check size exactly. Again you are trying to make your drawing exactly the same size and shape as the one that was flashed. The relationship between each shape must be the same. Again talk about any differences with your helper.

Continue flashing different shapes and drawing them.

**Your goal is to get at least 4 out of 5 exactly the same size as the shapes flashed on the screen.**

## **Step 3. Drawing two shapes 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 the two shapes. Continue counting, saying each successive number in time to the beat until you reach 10. Now, start drawing the shapes but do not stop counting until you have finished your drawing.

**Your goal is to get 4 or more out of 5 exactly the same size and shape.**

## **Step 4. Drawing more complex shapes**

Now more complex shapes will be flashed.

Click on '**level**' at the top of the screen and click on '**level 3**'.

Click on '**start**'. The shapes will flash then you can draw what you saw on the clear plastic sheet. After drawing the shapes click on '**check**' to compare your drawing with the shapes on the screen. Again you are trying to make your drawing exactly the same size and shape as the one that was flashed. The

relationship between each part must be the same. Again talk about any differences with your helper.

Continue flashing different shapes and drawing them.

**Your goal is to get at least 4 out of 5 exactly the same size, position and shape as those flashed on the screen.**

Now try the shapes in level 4.

### **Step 5. Complex shapes 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 the shapes. Continue counting, saying each successive number in time to the beat until you reach 10. Now, draw the shape but continue counting until you have finished your drawing.

**Your goal is to get 4 or more correct out of 5.**