Flashing Numbers

This activity helps you to see more in one look using groups of numbers that are flashed very quickly. We start with numbers because they are easier than letters. 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 numbers in one look

Three numbers will be flashed on the screen. When they have disappeared, tell your helper the numbers you saw, in the same order they appeared on the screen.

When you start this activity it will begin flashing 3 numbers. Click on '**start**' to flash the numbers. After you have said the numbers, check them by clicking on '**check**'. Continue saying the numbers as they flash on the screen.

Click '**start**' again to show the next numbers.

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

Step 2. Seeing four numbers in one look

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

Now four numbers will be flashed. Click on '**start**' to flash the numbers and then tell your helper the numbers you saw, in the same order. Then click on '**check**' and continue with the next flashed numbers by clicking on '**start**' again.

Your goal is to get 8 or more correct out of 10. If you are 10 or older your goal is 4 numbers.

Step 3. Four numbers 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 numbers. Continue counting, saying each

successive number in time to the beat until you reach 10. Now, stop counting and tell your helper the numbers you saw.

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

Step 4. Four numbers 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 numbers. 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 **4715** flashed, you would say '**5174**'.

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 numbers but your helper may ask for them **in any order** – e.g. your helper may say tell me the second number, then the last, then the first, then the third number. Your helper will choose any order, which they will change with each presentation of the numbers.

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

Step 5. Five or six numbers

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

Repeat steps 3, 4 and 5 but with 5 numbers. When you can recall 5 numbers, getting 8 or more out of 10 correct start counting to 10 with the beat before saying the numbers. 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 numbers - backwards at first, then in any order your helper asks.

You can then try all the above steps with six numbers.

Step 6. Four numbers with four choices

Click on '**Presentation**' and click on '**Simultaneous with choices**'.

Click on '**Numbers**' and click on '**Four numbers**'

When you click on '**Start**' four numbers will flash on the screen, immediately followed by four boxes each with a number, one of which will be the same as the initial flashed 4 digit number.

Try to 'see' the number in your head, but don't 'say' it.

You should then click on the box which you think contains the number that was flashed. The computer will tell you if you were correct or incorrect. Click on '**Start**' again and the next number will be flashed and the choice boxes appear. **To encourage you to 'see' the number in your head and not say it, 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 number 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 numbers will be more difficult.

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

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

Step 7. Three numbers, one after the other

Click on '**presentation**' at the top of the screen then click on '**sequential with choices** '.

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

Now, three digits will flash one after the other. The first digit will appear in the centre of the screen then disappear. Then the second will appear then disappear then the third will appear then disappear. Wait till all 3 digits have flashed then four 3 digit numbers will be presented on the screen, one of which will be the same numbers in the same order as those just flashed on the screen. Click on

the number you think is correct. The computer will tell you if you were correct or incorrect.

Click on '**start**'. Wait for the three numbers to flash, one after the other then click on the correct 3 digit number. Continue to flash more sequences of numbers by clicking on '**start**'.

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

Step 8. Four numbers, one after the other

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

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

Click on '**start**' to begin, and then click on the correct four digit number choosing from the four shown on the screen.

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

Step 9. Five or six numbers, one after the other
Click on '**numbers**' and click on '**5 numbers**'.

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

Click on '**start**' to begin, and then click on the correct five digit number choosing from the four shown on the screen.

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