

Activities to Develop Attention and Listening in Foundation Stage

- **READY STEADY GO GAMES** - Encourage the child to sit and wait for 'go' before they do an activity e.g. building / knocking down towers, passing a ball, rolling a car, the child pinching the end of an inflated balloon and waiting for 'go' before letting go.
- **TURN TAKING** - Sit in a circle and take turns to play motivational games such as posting, fishing, lotto, feely bag, passing a clap or hand squeeze around a circle. Older children could say their name or favourite food when a ball or beanbag is thrown to them.
- **ANIMAL ANTICS** - Put a selection of familiar animals in front of the child. Make the sound of one of the animals and let the children take turns to find it.



- **ACTION SONGS AND STORIES** - Encourage the child to sit in a group and join in with songs or stories. Pause before the ends of sentences and wait for the child to fill in the gaps "the wheels on the(bus)" or "we're going on a(bear hunt)".

Sound Games

- **Hear the beat** - Use shakers, drums etc to make two or three sounds in a sequence to be copied by the child.
- **Listening walks** - (DfES Letters and Sounds) – listen to the sounds around the nursery / school. Talk about the different sounds that you can hear. Make a list or a drawing of all the sounds the child can remember e.g. children talking, water splashing, door shutting, aeroplane, birds etc.
- **Music games** - Play musical statues or musical bumps and when the music stops the child has to do an action e.g. clap hands, stamp feet etc.
- **Sound lotto** - Make your own or use a commercial package. The child listens to the sounds and puts a counter on the matching picture.

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- **RED, AMBER, GREEN** – This game is fun to play outside! Let the child run around and listen for the colours. When you say green the child can run. Red means stop and amber means sit down or clap hands.
- **FOLLOW THE LEADER** - Sit in a circle. The leader asks the group to carry out simple actions. The child must wait until they hear “go”, e.g. “touch your toes...go” “jump up and down.....go”. Leave a pause between the instructions and “go” and gradually increase this time. Once the child is confident, make the instructions harder e.g. “stamp your feet and then shout your name...go”.
- **START/FINISH BOXES** - These can be used to extend the amount of time the child can sit and attend to an adult led task. The use of boxes / baskets helps the child visually see what they are expected to do before a reward e.g. a sticker / free play.
- **USE TIMERS** - e.g. sand or egg timers to visually show the child how long you want them to listen or join in for.

Stories/Books

- **Silly Stories** - Read a familiar story and see if the child can spot any mistakes e.g. using the wrong character name or wrong action to the picture.
- **Story games** - Read a short story to a small group. Change characters names to the children’s names in the group – let the children stand up if they hear their name.
- **Look at books, pictures or photos** - Encourage the child to talk about them, describe what is happening and find objects in the pictures.

