

Visual memory

Structured phonics work, with ample practice (over-learning) will compensate for visual memory weaknesses. A multisensory approach is strongly recommended, building on any auditory and kinaesthetic strengths.

The following are suggested training activities for students with poor visual memory:

- Find the missing part – create pictures of everyday things with parts of the pictures missing (e.g. doll with one arm, table with only three legs) and ask the student to identify what is missing. To do this the student has to recall visual images of the relevant objects.
- What's wrong here – use pictures of everyday things with parts of the pictures wrong (e.g. house with the door halfway up the wall; person with feet pointing backwards instead of forwards) and ask the student to identify what is wrong. To do this the student has to recall visual images of the relevant objects.
- Kim's game – put an array of familiar objects on a tray (or a picture of an array of objects). The student scans this for two minutes (or whatever period of time is appropriate) and then has to remember as many as possible.
- Symbols – show the student a sequence of symbols, letters or shapes of increasing length, and then jumble them up and the student has to rearrange them in the correct order. Remember that this can become more of a verbal task than a visual task. If you want to practice visual skills then it is best to have stimuli which are not easily verbally coded.
- Who lives here? – make a set of pictures of people (these may be cut from magazines) and a set of houses of different colours, or different appearance in some way. The people are matched with the houses, and then jumbled up. The student has to rearrange them in the correct relationship. If the people are given names, then the task becomes more verbal.
- Pelmanism – remembering matching pairs of cards from a set, when cards are individually turned over and then turned back. The student has to remember where the other one of the pair is, and if both are located these are removed from the set, and so on.
- Card games – e.g. Snap, Happy Families.
- A recommended computer program for developing visual memory skills is Mastering Memory.