



**SCOTTISH
COCHLEAR IMPLANT
PROGRAMME**

Auditory memory games

Fun games to develop auditory
memory



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1. Auditory Simon Says

Goal: Follow multi-step spoken instructions

How to play:

- Give silly commands in 1–3 steps.
- Example: Simon says... touch your nose, spin once, then sit down!
- Add sound effects or “beeps” to make it fun.

Why it helps: Sequencing + listening stamina + processing speed.

2. Lego Listening Challenge

Goal: Build from spoken directions

How to play:

Give instructions like:

- Find a red brick. Put a blue brick under it. Add a yellow one on top.
- Increase complexity based on ability.

Why it helps: Auditory recall + spatial planning + language.





3. Sound Detective

Goal: Identify and remember sounds

How to play:

- Play 3–5 everyday sounds (keys, water running, animals, apps).
- Ask: Which sound came first? Which one was the loudest? What was number 3?

Why it helps: Sound discrimination + memory.

4. Mystery Bag Memory

Goal: Remember a spoken list

How to play:

- Say 3–6 items in a “shopping list.”
- He pulls out the items in the correct order or collects objects around the room.

Why it helps: Sequential memory + vocabulary.





5. Movement Sequence Challenge

Goal: Follow a sequence of actions

Examples:

- Jump, clap, clap, turn.
- Hop, touch the floor, reach up high.

Why it helps: Pattern memory + timing + kinaesthetic support.

6. Story Map Memory

Goal: Recall key details

How to play:

- Tell a short, silly story (30 seconds).

Ask:

- Who was in it?
- What happened first?
- What happened at the end?

Why it helps: Auditory comprehension + narrative structure.





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7. Auditory Uno / Auditory Bingo

Goal: Match spoken words or descriptions

How to play:

- Instead of showing a card, describe it:
- I'm looking for a creature that lives in water and has fins.
- Child chooses the matching item on their board.

Why it helps: Listening for detail + inference.



8. Memory Mission (Spy-Themed)

Goal: Remember multi-part instructions

How to play:

Give a spy mission, e.g.:

- Mission: find the green pen, write the number 5, then hide behind the sofa.

Why it's helps: Kids love the theme + active + great for recall.



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9. Clap Back Patterns

Goal: To copy rhythmic sequences you clap.

Start simple → build to complex patterns.

Why it helps: Temporal processing + working memory.



10. Animal Parade

Goal: Remember an order

How to play:

- Say: First lion, then frog, then elephant.
- Child acts out animals in the correct sequence.