

Playing/Using the Games: Audio Memory

This document will go over how a student plays Audio Memory



Audio Memory is a sound identification game where students will match cards together in a grid of cards. It is a great way for students to practice sound identification as well as grid concepts.

The student will swipe to navigate through the grid of cards. We will announce where they are in the grid using an alpha-numeric grid layout. The student will double tap to flip cards. Depending on the skill they have been assigned to practice, the student may be tasked with matching word cards (cards that read words) to their corresponding sound card (cards that play sounds). Or they may be matching sound cards to the identical sound card. Which one the student is working on will be stated in the instructions at the beginning.

The student must remember when the cards are in the grid and try to match them together before time expires.