

Trafford Children's Therapy Service

VISUAL PERCEPTION GAMES

Below are some games that will help to develop visual perceptual skills. You can find many activities to assist in fun activity books from stationary shops.

Visual Discrimination (ability to match exact characteristics of two shapes when one of the shapes is among similar shapes). Noticing similarities and differences between shapes objects and symbols.

- Spot the difference – noticing differences between pictures.
- Snap – needing to see if cards are exactly the same in a race.
- Guess who – a fun game where you have to discriminate carefully between features.
- Playing dominoes
- Where's Wally books
- Memory – remembering pictures are the same.
- Present the child with 3 objects that look exactly the same except for a missing detail in one. E.g. there are 3 toy cars – one with a wheel missing or it is positioned differently with the door open or reversed in a different way. Talk about the object emphasizing that they are the same object but something is different.

Visual Closure (ability to determine from among four incomplete forms, the one that is the same as the completed form.) this is necessary for writing at speed.

- Word games – needing to fill in the letters missing to make the word.
- Finishing off incomplete pictures
- Transferring a picture from one grid to another.
- Symmetry/mirror pictures – copying the other half of the pictures so that it is the same as the first half.
- Finds thing partially hidden
- Simple jigsaw puzzles
- Study a person, leave the room, and remove something eg. glasses and ask the child to guess what is missing when they come back in.

Visual Spatial Relationships (ability to determine from among five forms of identical configuration, the one single form or part of a single form that is going in a different direction from the other forms). In functional terms this may be as simple as reaching for a cup or approaching and moving through a doorway.

- Dot to dot pictures
- Peg board patterns – use pegboards to create patterns e.g. ask the child to: Imitate step by step watching and copy as each peg is placed, talk about spatial positions. Or copy a design – present the child with a completed pattern. Initially from peg board to peg board then later following a pattern card, you can also do similar activities with Duplo.

The following gross motor activities combine awareness of the body position in space and the relationships between body and other objects

- Simon says
- Hokey Pokey
- Obstacle course – involving climbing, crawling through hoops etc.

Visual Form Constancy (ability to see a form and being able to find that form, even though the form may be smaller, larger, rotated, reversed and or hidden).

- Matching 2D shapes to 3D objects
- Sorting and categorising objects and pictures
- Recognise words in isolation after reading them in text.
- Reading words in different text



Visual Memory/Sequential (ability to remember for immediate recall the characteristics of a given shape and being able to find this from an array of similar shapes). Necessary skill for remembering and recalling visual information, and spelling.

- Word searches
- Spot the difference
- Memory game – have 6 things on a tray, give the child one minute to look and memorise them, then cover them up and ask child to write down. Alternatively put extra objects on the tray and ask the child to identify the original objects.
- Observation walks – can children remember 4 things from the walk which you may have identified.
- Book glimpse – open a small picture or story book to a given page and have the child scan it for a few seconds. Close the book and request the child to find the correct page.
- Miming – act out a sequence eg. making a cup of tea, the child watches, remembers and copies.
- Ball sequences – eg. using a tennis ball, child watches remembers and does the same eg. bounce, catch, throw up into the air.

Figure Ground (ability to perceive a form visually and to find this form hidden in a busy visual background). May be finding a jigsaw piece from a collection of pieces or seeing a traffic island when there are cars and lorries everywhere, or finding the ruler in your desk.

- Circling a given word in the text as many times as you can find it.
- Word searches
- Jigsaw puzzles
- Where's Wally pictures
- Odd one out puzzles
- How many , eg. triangles can you find in the picture.