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Processing Games

Cognitive Skill: visual processing, working memory, attention, long-term memory, logic and reasoning

Challenges: Play each game as quickly as possible. Progress to more difficult levels when the levels become easy. For the first few rounds, you will need to say what you are playing.

	Time	Time	Time
Set: Read the directions provided with the game or at www.setgame.com. Time yourself.			
Play with solids only.			
Play with outlines only.			
Play with stripes only.			
Sort the deck by number, then by color, and then by shape.			
Play full deck; count the number of sets found in 5 min.			
With the full deck, track time to complete the entire game.			
Blink or a deck of cards: Read the directions provided when playing the game.			
Processing Drill: Flip entire deck of cards one at a time, say number you see. Next, say color you see. Then, say the shape/suit you see.			
Working Memory: Flip the cards one at a time, and alternate by saying the number of the first card, the color of the second card, and the shape of the third card. Continue this pattern with the entire deck.			
Sort the deck by number, then by color, then by shape, record time.			
Say number of the first card, number and color of the second card, number, color, and shape of the third. Continue pattern.			
Say the number, color, and shape of each card.			
Play 2 players. Read the directions.			
Play alone, and time yourself.			
Say number, color, and shape with 2-3 people, switching places half way through the deck.			
Deck of Cards: Flip the cards and say card after a red card. Hold that number value in place and add to the next card.			
Qwitch or a deck of cards. Read the directions provided when playing the game.			
Play = by matching the same number or letter.			
Play =, + by matching either = or +.			
Play =, +, - by matching either =, +, or -.			
Play alone, and time yourself; compete against your partner's time.			
Place the cards down into 3 piles, and alternate saying = on the first pile (B2 is B2), then + on the second (A3 is B4), then - on the third (E8 is D7). When adding, 7 will be 8, and G will be H. When subtracting, 1 will be 8, and A will be H.			
Play on 3 piles: =, +, -. Play against yourself, and time yourself.			
Spot It. There are many variations. Play as directed.			
Recall the animals/objects seen.			
Place the animals/objects in categories or classifications.			
Auditory: read the animals on card 1. Visual: show card 2, and find the match.			