

3-18-26 Colored Houses Xtreme Cards

Cognitive Skills: Visual and auditory processing, working memory, visual memory, attention, cognitive flexibility, and focused attention.

Instructions: Always model first, what to say and do, "I see bear on bear," and take turns. Eventually, you can compete. If the student is non-vocal, you will be their voice and say what they are doing. Use only the elements the students know and gradually add more.

Xtreme Tic Tac Toe One Grid Level 1
Use the 1-9 board, A-I board, president board, colored words board, months, and symbols boards Play Tic Tac Toe on one grid. Place the cards in card protectors or use linking cubes. Always say, "I see myself on five." "Where do you see yourself going?"
Xtreme Tic Tac Toe Two Grids Level 2
Place the green & blue code cards side by side, above, or below, or use any two boards. Play on two grids. Player, one goes on the green board and says, "I see myself on the word green." Since it's in the top left corner, that spot is taken. Player two goes on the blue board, and if they go on the center arrow, the center spot is taken. Play until every spot is taken or someone wins.
Xtreme Tic Tac Toe Two Grids with three people
Place two code card or two boards from Level 1 in a vertical position. The game is played on 18 grids with three people. Play until every spot is taken or someone wins.
Xtreme Tic Tac Toe Three-Nine Grids Level 3
Follow the same rules with two grids, alternating between Grid 1, Grid 2, and Grid 3, and repeating. Expand to one game on nine grids.
Xtreme Tic Tac Toe Six Grids with three people
Place code cards 1-3 on the top row and 4-6 below. Player one plays on column 1 with code cards 1 & 4, player two plays on code cards 2 & 5 in the middle column, player three plays on code cards 3 & 6 in the third column. There are 18 grids in each column or 54 total. If player one does in the top center spot, that spot is now taken in all three columns. Play until every spot is taken or someone wins.
Xtreme Processing Level 1
Place the nine code cards in a straight line. Take turns sorting and then play competitively. Begin with what is known. Begin with animals, placing the card below the correct code card and saying, "Fish under fish." Then, sort by other items: colors, numbers, letters, symbols, word of color, color of the word, word of animal, word of number, and directions. Advanced: Call out the name of the president, 2 <i>John Adams or month, February.</i>
Xtreme Processing: Switch Level 2
Begin sorting by animal, after nine cards switch to sorting by color for nine cards, then switch to number, then switch to letter, then to the color of the word, word of the color, direction, word of animal, and word of number.

3-18-26 Colored Houses Xtreme Cards

Xtreme Systematic Processing & Sorting Level 3
Place the 1-8 code cards in a circle. 1 (up/north) 2 (up right/northeast) 3 (right/east) 4 (down right/southeast) 5 (down/south) 6 (down left/southwest) 7 (left/west) 8 (up left/northwest) Shuffle the deck and sort the directions. * Then alternate saying left and then north, up and then southwest.
Xtreme Processing Stroop Effect Level 4
Use the number/word tic tac toe, colored words tic tac toe, animal/word tic tac toe. Alternate sorting digit above, word of number below, correct word/color above/different word/color below, animal picture above, animal word below.
Xtreme Systematic Processing Tic Tac Toe Boards Level 5
Place the tic tac toe number board, then color board, then animal, then letter, then symbol, then president, then months in a straight line. Begin sorting the cards moving across the board. If there is an element the student does not know, omit that board.
Xtreme Focus Level 1
Place four cards face up and find a match. Say: "I see two yellow elephants." You can match the picture and the word of an animal, the digit and word of a number, the letters, directions, and the word or ink of the color. When you find a match, replace those cards so you always have four cards.
Xtreme Focus 9 Cards Level 2
Place nine cards face up in a 3x3 grid. Find three matching attributes. Say, "I see three right arrows." When you find 3 matches, replace those cards so you always have nine cards. Do a systematic search begin in the top left. You could focus on animals initially, then numbers, and then letters. Talk aloud about your strategy.
1 card Matching Level 1
Place one card in the discard pile. Place five cards below. You can match the animal picture to the animal word, the number digit and number word, letter, direction, color of word to the name of the color, and symbol.
2 card Matching Level 2
Place two cards in the discard pile and play as directed in Level 1
Xtreme Working Memory Level 1
Look at one card at a time and alternate saying the number (digit) and then the color. Lay the code cards in a straight line. Alternate sorting by two items. For example: number and color. You can alternate putting the number below and color above. You can also just place under or just above. Alternate between any two items. You can also do the Stroop Effect : animal picture, animal word, or digit, number word or the same color word, color of the word. Next, sort by three items: number, color, and animal. Next, alternate sorting by four items: number, color, animal, letter. Continue building by alternating all nine items. Advanced : Call out the name of the president, 2 John Adams or month, February Xtreme Advanced : Go in reverse order
Xtreme Working Memory: 3 Constant Cards Level 2
Place the yellow A, blue F, and red G cards in the center and match the remaining cards below. You can match the number digit and number word, letter, direction, symbol, color, color of word, animal (word) to the animal picture. You should always verbalize what you are matching. There will always be a match.

3-18-26 Colored Houses Xtreme Cards

Xtreme Working Memory: Stroop Effect Level 3
Warm-Up: Processing Stroop Effect Level 4. Focus on color of words, then practice with words and digit, then the animal picture and animal word. Place 36 cards in a 6 X 6 grid Alternate word of the color, color the word is written, word of number, number, word of animal, animal. Continue the pattern. blue (red), purple (purple), six (six), 8, horse, camel picture
Xtreme Visual Memory Level 1
Select any non-code card. Recommend using one of the three constant cards. Cover the entire card with linking cubes. Remove the top-left cube and ask the student to picture it in their mind. Replace the cube. Ask the student what they saw. Then say, "Let's check? Do we have a match?" If they are successful, remove the top-left and top-center cubes. Continue removing cubes, moving top to bottom, left to right. It may take a few weeks or more to learn all nine items. Keep the same card. * Have them count aloud to 5 before answering. Advanced: turn the constant card face down and see if the other cards match anything on the card.
Xtreme Auditory Memory Level 2
Choose the red F card. "I see you place a black cube on the word black. What do you see yourself doing?" Then, I see you place a black cube on the word black, then I see you place an orange cube on the F." Continue adding, green on bear, blue on X white on spider, purple on word, red on arrow, brown on 7, yellow on four. See if they can repeat the pattern backwards.
Xtreme Memory Level 3
The GOAL: Place the yellow A, blue F, and red G cards from 3 Constant Cards Level 2 face down and match the remaining cards from memory. You can begin focusing on one constant card initially and then turn it face down. Keeping that card face down, add a second constant card face up and then face down, the add the third card. Now turn them all facedown.
STUDENT VIDEO: 3 cards facedown
Xtreme Sequencing Level 1
Place the 9 code cards in a straight line. Place nine additional cards face up in a 3 x 3 grid. Find three cards in a sequence:2, 3, 4 (digits & words) F, G, H, bear, fish, snake (pictures & words) orange, brown, white (word or color of word) circle, X, box, directions (up, up right, right)
Xtreme Sequence + 1 Level 2
Place 2 cards face up in the discard pile. Place 4 cards below and place the card that comes after or is one more than the first card. Say the pair that you see, such as "3 to 4," "bear to fish," and "I loops to A," as does "9 to 1." You can use the word and digit for numbers, the word and picture for animals, the word of the color and color of word, and directions going clockwise.
Xtreme Sequence -1 Level 3
Place 2 cards face up in the discard pile. Place 4 cards below and place the card that comes before or -1. Say the pair that you see, such as "8 to 7," "horse to turtle," "1

3-18-26 Colored Houses Xtreme Cards

loop to 9,” “spider to camel,” “orange to black,” and “A to I.” Directions will go counterclockwise.

Xtreme Sequence +1 and -1 Level 4

Building on Level 2 and 3, place 2 cards in the discard pile for +1 and 2 cards in the discard pile for -1. You can have 4 cards below and place on either the +1 piles or -1 piles. Always say what you are doing.

Find the Error and Missing Item

Look at the purple card with bear, two, 3 and the heart with the line in the middle- what is the error. You can go to the blank 9 grid board and duplicate any card and make one error to see if the student can find it.

Look at the white cards with one, blue, and blank- what is missing. You can take any card and over a box and ask what is missing

Directions are the Boss

Each direction corresponds to a number: Up for 1 and 9, Up right 2, Right 3, Downright 4, Down 5, Down left 6, Left 7, Up left 8. Place the code cards across the top. Now, sort by **number** according to the direction. A right arrow is 3, a down arrow is 5. Then sort by **color**, the down arrow is black, the right arrow is red. Then sort by **animal**. An up right arrow is a fish, the downright is an elephant. Then sort by **letters**. The left arrow is G, the down left is F. Then sort by the **symbol**, the upright arrow is an X and the up left is (). This exercise corresponds with the 9 colored arrows going eight directions in the student workbook. * **When you see an up arrow that is orange, brown, white, or purple, you will say the element on the 9 code card.**