SLAPPER – A Powerful Recognition Memory Technique

SLAPPER is a highly motivational game that helps students reach permanent memorization of almost any information. Because it uses "Recognition Memory," rather than "Recall Memory," student frustration is reduced and success is dramatically increased. While SLAPPER is excellent for memorization of phonics sounds, it is also excellent for memorizing any information, including – letter names – confusing words (where were who how want what etc) – and even math facts.

DIRECTIONS: Write a letter(s) in each large box below. The teacher then says the letter name, sound or word. The student is to then put his/her hand on the correct answer before the teacher counts to 3. After counting to 3, the teacher then puts his/her hand on the correct answer. The first one who put their hand on the correct answer gets an "x" mark in the numbered score box. First person to get 20 answers correct wins the game. After playing the game – ask the student to tell you the letter (or sound) in each box (this is now Recall Memory). Note: Students "love" when the teacher's hand goes on top of theirs in "close" answers. There is scoring space for 4 complete games. Place player initials in box above number 1 - Other rules – if student touches wrong answer first, then teacher automatically gets a point.
Also, - Sorry Teachers – you will rarely win this game…

1	1		1	1
2	2		2	2
3	3		3	3
4	4		4	4
5	5		5	5
6	6		6	6
7	7		7	7
8	8		8	8
9	9		9	9
10	10		10	10
11	11		11	11
12	12		12	12
13	13		13	13
14	14		14	14
15	15		15	15
16	16		16	16
17	17		17	17
18	18		18	18
19	19		19	19
20	20		20	20
Winner			Winner	

1	1		1	1
2	2		2	2
3	3		3	3
4	4		4	4
5	5		5	5
6	6		6	6
7	7		7	7
8	8		8	8
9	9		9	9
10	10		10	10
11	11		11	11
12	12		12	12
13	13		13	13
14	14		14	14
15	15		15	15
16	16		16	16
17	17		17	17
18	18		18	18
19	19		19	19
20	20		20	20
Winner			Winner	