

Boost your memory!

A Unique Review



My name is Sarah Chappels and I teach in a Church of England Primary School in Burnley. Our school has 273 pupils many of whom are taught in mixed age classes. I teach a Year 3/4 class of 32 pupils. There are 6 Year 3 children and 26 Year 4. Five children have an Individual Education Plan and most of their targets are for Literacy, Numeracy and behaviour. I was keen to try Memory Booster with my class and interested to see if it did exactly as it said on the tin, so to speak. As all classroom practitioners, I am constantly seeking fresh ideas and methods to improve my children's learning. The memory booster programme is based on knowledge gained from research about memory processes. The teachers pack provides a good guide to how the software works and insights on how our brains store information.

I decided to introduce the game to the whole class using an interactive whiteboard. Each child took it in turns to come and play each move of the game. The children took an immediate liking to the characters particularly Pooter, whose voice is played by Brian Blessed. All pupils were focussed and repeated each memory strategy aloud to reinforce it. The children showed real enthusiasm for the game and supported each other through the levels. The children were pleased when they completed their mission and were thrilled to be given the coins which could be exchanged for cartoons. The children loved the cartoons and found them hilarious.

I have been using memory booster for just over a week now and the children look forward to using it both on an individual and whole class basis. The programme is easy to use and requires little or no teacher assistance. The children are taught different memory strategies throughout the game. The programme is used by all my pupils including those with Special Educational Needs. In fact, I may use memory booster as part of their individual Education Plans when they are reviewed in future.

After our session, I loaded the software onto individual computers and allowed pupils time to work through the programme alone. Each level is automatically adapted to the abilities of each individual so that they can progress at their own pace.

The Year 6 teacher has also introduced this programme to her 11 year old pupils who have included their comments and observations below. She too was impressed with memory booster and is looking forward to using it more with her class.

I would recommend this CD-ROM to anyone working with children especially parents. If you are looking for a fun, easy to use and effective programme to improve your child's memory skills, I would have no hesitation in recommending this product.

Here is what the kids thought!

Thomas Aged 9

"I liked Memory booster on the 1st and 2nd levels but then it started to get harder. I liked it at the end when I could watch the cartoons and I got a certificate. It helped me to remember things"

Astell Aged 8

"I liked it when Pooter said 'My name's Pooter the master computer, I know everything there is to know' but he didn't. I enjoyed the cartoons and it showed me how to remember things"

Daniel Aged 11

"Memory booster will help people remember things better and it might help people that suffer from short term memory loss"

Helena Aged 11

"I think the game had very good graphics and the memory strategies were very good too, and the fact that you could print out a certificate was good to".