The Two-Minute Game

1   What is the Two-Minute Game?

- A multisensory approach to teaching spelling. It simultaneously develops eye memory, ear memory and hand memory (visual, auditory and kinaesthetic memory).

- The process of simultaneously saying, writing and seeing the information is key to the strategy's effectiveness.

- The process of timing, scoring and trying 'to beat yourself' adds a precision teaching element, which facilitates over-learning and gently increases the speed of recall and handwriting.

- Saying the stimulus information before the response information results in the two pieces of information being closely associated.

- The Game can be adapted to over-learn any facts e.g. times tables or specific subject vocabulary.

2   How to Play the Two-Minute Game

1. You must follow these instructions completely or the game will not work – no shortcuts and no cheating!

2. Try to play the game once every day. Seven times on a Sunday does not allow your memory to develop.

3. Aim to learn 10 facts each week. That is 100 facts in 10 weeks. If you play the game properly and use the facts frequently in lessons you will not forget them.

4. The game is very simple. The person helping you reads out the list of facts one at a time, in random order, as often as possible in two minutes.

5. Your job is to make sure that you repeat the fact after the person helping you has asked for it, and then say aloud (so that you can hear your own voice) the information to be learnt as you write it.

6. If you make a mistake, the person helping you will not read that word out again during that game. You do not want to practice the mistake. When the game is over, you can practise that fact. You can also practise the information before you start the game the following day.

7. When the two minutes are over, you count all the words you wrote correctly and draw your score on the graph. The next day you try to beat yourself by writing more words correctly in the time given.

3   The Two-minute game record sheet

	Name					Date	
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2							
1							
Score							
Day							