

PLAY TABLES - example of using mnemonic cues to enhance procedural memory

Half x 2 is one fun

1x2 is 2 buckleboo

2x2 is 4 knock on the door

3x2 is 6 pick up sticks

4x2 is 8 don't wait

5x2 is 10 mr men

6x2 is 12 fun dig and delve

7x2 is 14 fun knock on the door

8x2 is 16 fun pickup sticks

9x2 is 18 fun don't wait

10x2 is 20 buckleboo for you

11x2 is 22 buckleboo buckleboo

12x2 is 24 buckleboo knock on the door

1x3 is 3 up the tree

2x3 is 6 pickup sticks

3x3 is 9 just-in-time

4x3 is 12 and fun dig and delve

5x3 is 15 fun stay alive

6x3 is 18 fun don’t wait

7x3 is 21 buckleboo fun

8x3 is 24 buckleboo knock on the door

9x3 is 27 buckleboo just like Heaven

10x3 is 30 up the tree for you

11x3 is 33 up the tree up the tree

12x3 is 36 up the tree pickup sticks

1x4 is 4 knock on the door

2x4 is 8 don’t wait

3x4 is 12 fun dig and delve

4x4 is 16 fun pickup sticks

5x4 is 20 buckleboo for you

6x4 is 24 buckleboo knock on the door

7x4 is 28 buckleboo don't wait

8x4 is 32 up the tree buckleboo

9x4 is 36 up the tree pickup sticks

10x4 is 40 knock on the door for you

11x4 is 44 knock on the door, knock on the door

12x4 is 48 knock on the door don't wait.