

### Activity four: Remembering numbers!

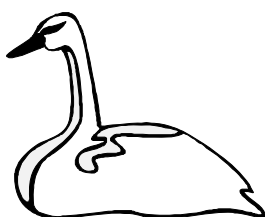
Story telling and visualisation can work hand in hand to help us remember numbers. Everyone can create a system that is individual to them. The trick is to make boring, dull numbers memorable by turning them into amazing pictures. Give each digit from 0-9 an object identity and an associated action. For example,



0 looks like a ball, a football to me so that's its identity. I could kick, throw or bounce it – actions.



1 looks like paintbrush and I could write, paint and colour with it.



2 reminds me of a swan that could swim, fly or glide.

Begin by doing the first few digits on the board with the whole group; its useful to draw the objects to make the connections. Then the students can work on creating their personal system.

When you have finished thinking up objects and actions, your system is ready to use.

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**Using the system:**

Treat any number as a list of separate digits. 87, for example is **8** and **7**. The idea is to turn these into a memorable story using the objects and actions you have just designed.

For example, if you had to remember the number 12. You could turn the **1** into an action - my action for 1 was **paint**. I could turn the next digit, the **2**, into an object, which for me was a **swan**. Now I have:

**Paint a swan**

Bring the story to life. What colour is the paint? Does the swan like being painted?

It is easy to turn the picture back into the number you wanted to remember because each object and action can mean only one digit. The more digits you have, the longer the story gets.

Give students some time to practice remembering some numbers using their system. They could work in pairs with each person giving their partner a number to remember which they test them on once they have used their system to learn it.