

Memorization of numbers

A series of books on the development
of figurative memory



Eidos Publishing House

1993

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Memorization of numbers

Book on the development of children`s figurative memory

Eidos Moscow 1993

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Design "Eidos ". 1993.

Translation - Yankovskaya A.V.

INTRODUCTION

It is believed that learning to remember numbers is the hardest task. There are notebooks for writing numbers? Not by chance. We always write down numbers of houses, apartments, codes, and if we lose, we ask again.

It often happens that information that is important to you is coming on the radio or TV, but you don't have a pen or pencil at hand. You do not know what to do: either look for a pen, or try to remember the phone ...

All over the world, the method of alphanumeric code is used to memorize numbers (numbers must be transcoded into letters, letters into words, words into text ...). I tried to use it. At first it became a little easier, and then the numbers began to get confused, and I stopped using it. Now I am applying the methods that I learned about at the Eidos imagery development center. Most of all I liked the variety of methods, that were used in the center. There are still a lot of methods for imagination.

With each new method that I learned, the number of digits remembered at one time increased. I learned to alternate these methods. It's easier: I turn the first ten digits into objects and make a movie out of them. Then, clinging to the end of this film, I begin to apply information in another way. For example, I remember the numbers 4 and 6 by the method of shaped hooks. I see the door - this is 4. The lock on it is 6. I touch the lock, pull it and I can already feel the following numbers with my fingers, and this is already a tactile memory method.

It takes 15 seconds to memorize 30 digits.

But in order to learn how to memorize so quickly, you need to train for a long time. I started with 10 digits and spent 2 minutes on it. Then I began to memorize 20, 30, 60 digits, then 120. My next record was 205 digits. At the All-Union competitions between the centers of memory development (Moscow, Riga, Pyatigorsk, Izhevsk, Krasnoyarsk, Tbilisi, etc., 1989) I already memorized 400 numbers with three errors, it took about 30 minutes.

You may ask, why do you need so much to remember?

Well, firstly, the more numbers you learn to remember, the easier it is to remember a small amount. When memorizing a large number of numbers, fantasy develops, imaginative thinking, you begin to "think faster."

And secondly, I came up with the use of a large amount of numbers. For example, I stand in a telephone box, I need my friend Nastya. I imagine her face and immediately remember her phone, then I remember her birthday, address and numbers of all the buses that go to her house. If a friend is not at home, I recall her work phone.

Unexpectedly for myself, I began to come up with new ways. It seems to me a lot easier to memorize numbers with your own method.

One summer, I was listening to the radio in the kitchen; it was talking about an interesting exhibition. They announced a phone number. At that moment, I ate ripe fruit. On the table there were: strawberries, cherries, apples ... Suddenly it occurred to me? That I can remember the phone number with the help of these fruits, their taste, shape. This is how the new way came about. Of course, more than 10 digits are difficult to remember in this way, but compared to other methods, this one is like a pleasant rest.

Feel free to your fancy associations. Thanks to them, it will become much easier for you to develop your memory.

Student, Department of Psychology, Moscow State University,
Champion of the All-Union competitions

In Riga 1989

Tanya Slonenko

Dear Friend!

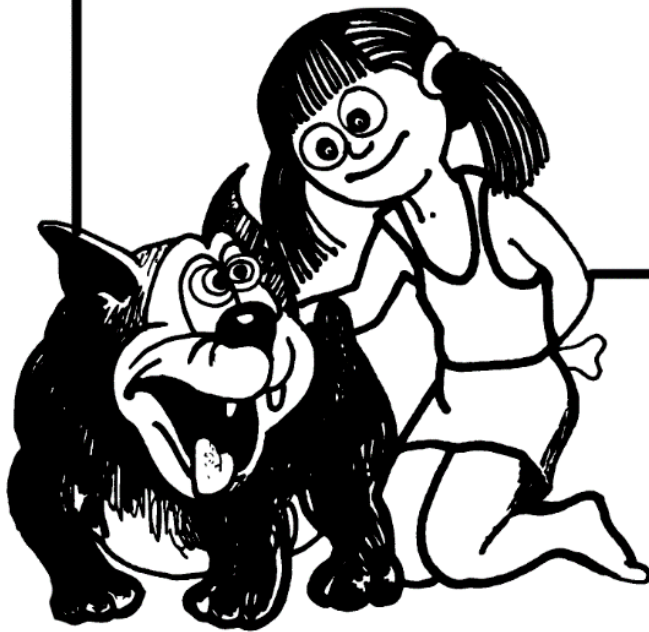
In this book you will learn how to memorize numbers using your imaginative thinking, imagination, autobiographical memory, memory for the senses.

When you play the next game, try not to look ahead, not to peep at the answer, otherwise the game will lose its meaning. We proceed to the next game if you coped with the previous one.

For each game you will receive a certain amount of points. Write them down. When you finish playing, add up the points and you will find out if you have a good memory for numbers.

Our students will help you - IRA and ALYOSHA.

We wish you success!



GAME 1

There is a series of numbers in front of you. Try to remember them in 50-60 seconds and turn the page.



Write the numbers you remember in the empty cells.


Just don't peep

1	2	3	4	5	6	7	8	9

10	11	12	13	14	15	16	17	18

Now go back to the previous page and see how many mistakes you made.

If there is no number in the cell, it is a mistake. If the figure is not in its place, it is also a mistake. Add up mistakes and see how many points you got for this game.



No mistakes - 10 points
1-2 errors - 9 points
3-4 errors - 8 points

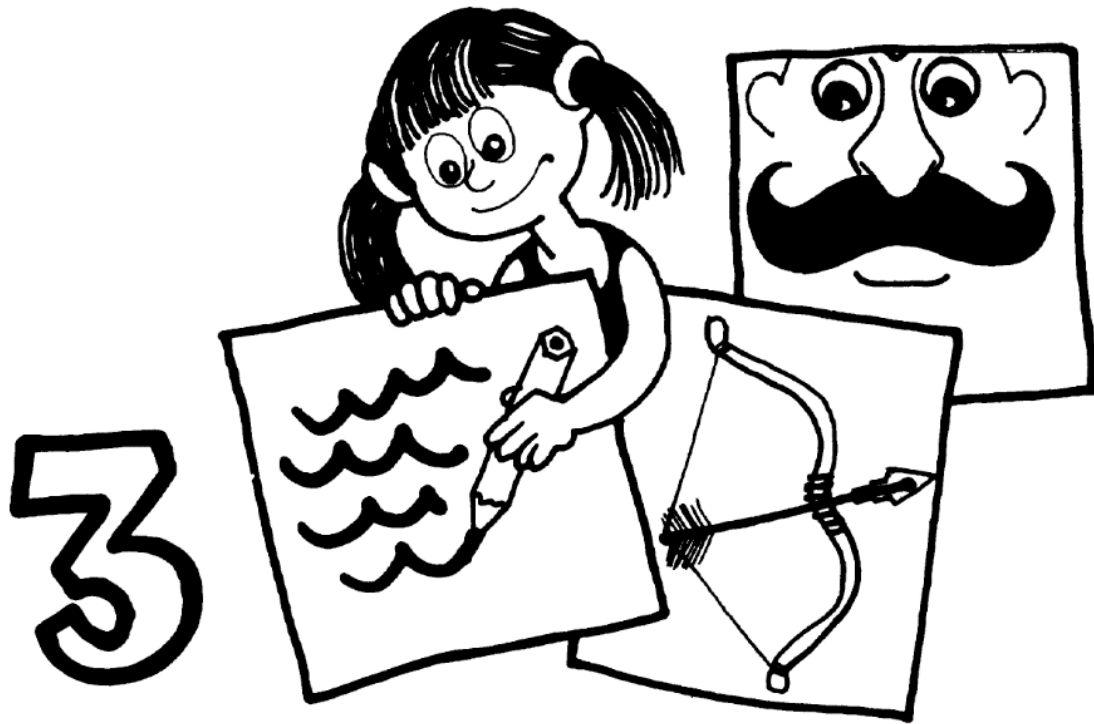
5-6 errors - 7 points
7-8 errors - 6 points
9-10 errors - 5 points

11-12 errors - 4 points
13-14 errors - 3 points
15-16 errors - 2 points
17-18 errors - 1 point

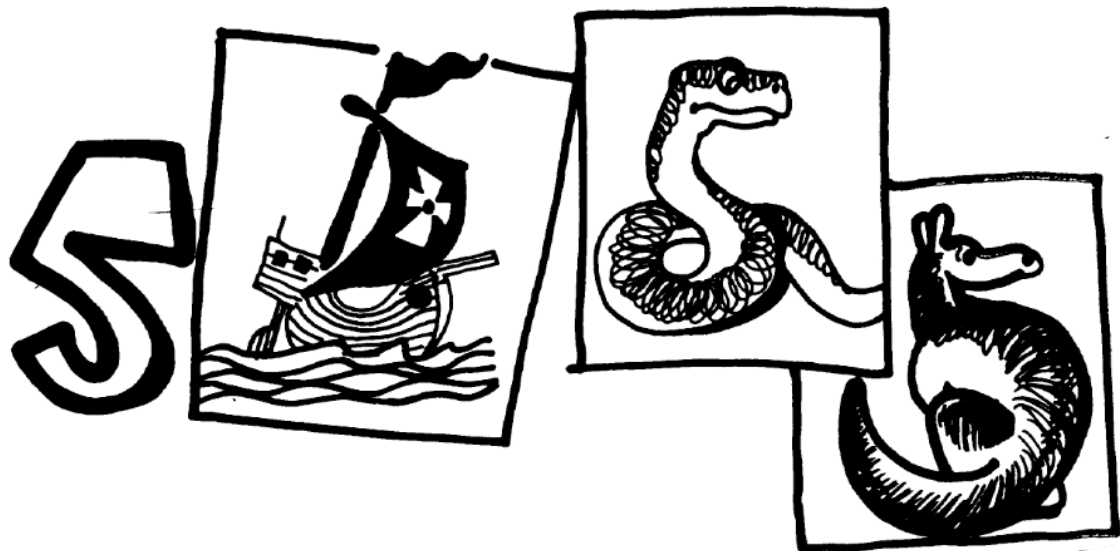
Game 2

The numbers may look like different objects.

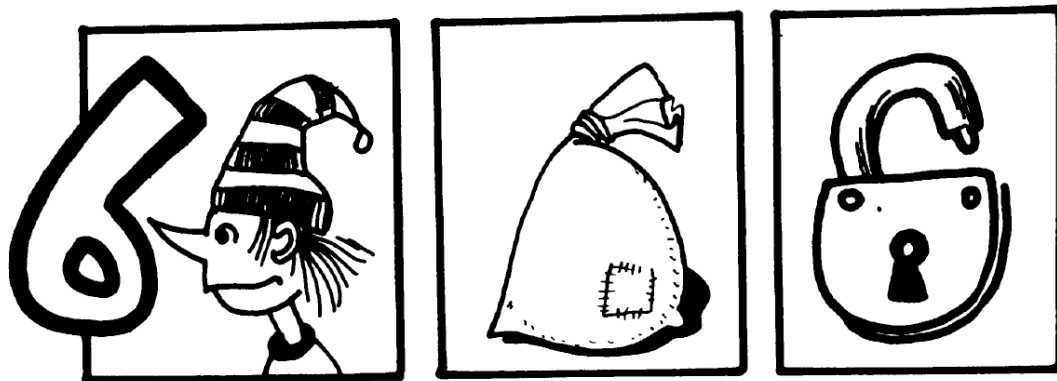
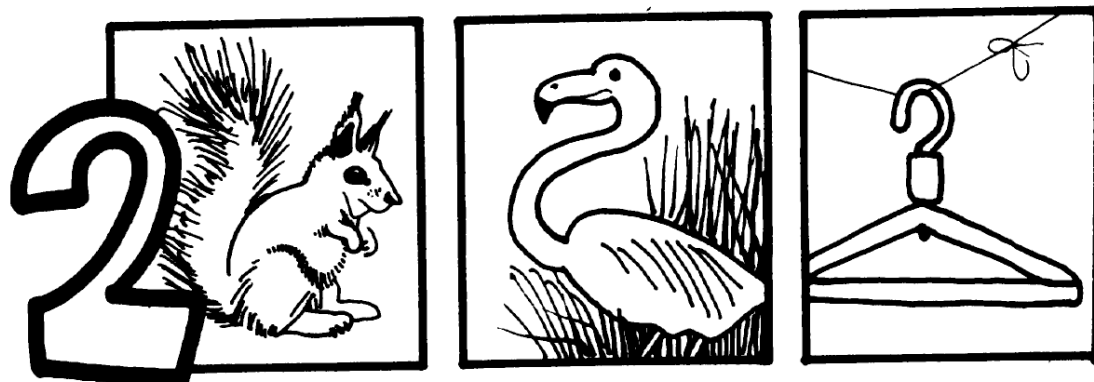
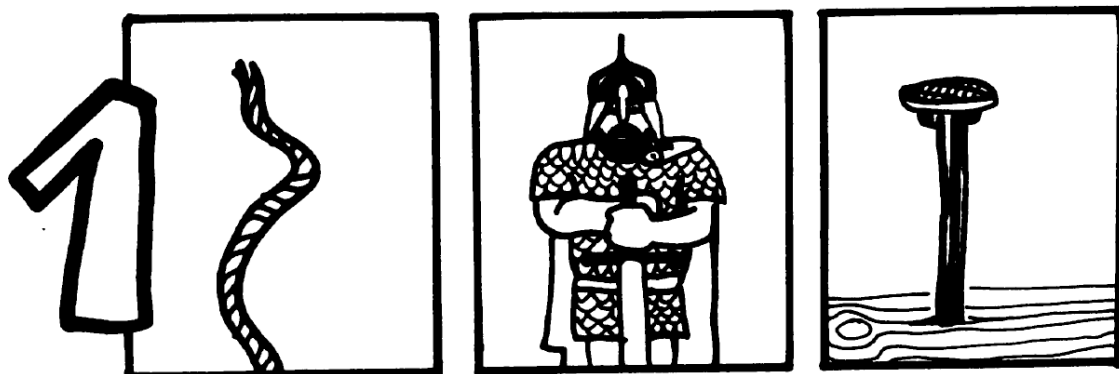
Number 3 reminds a sea wave, a bent bow, a mustache to IRA



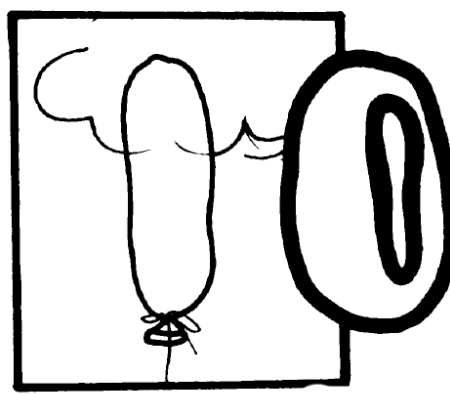
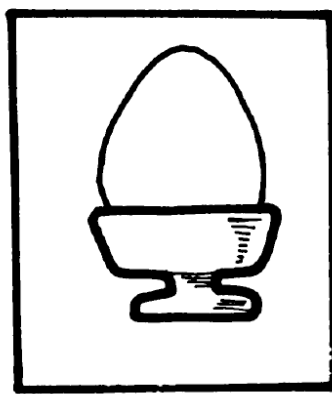
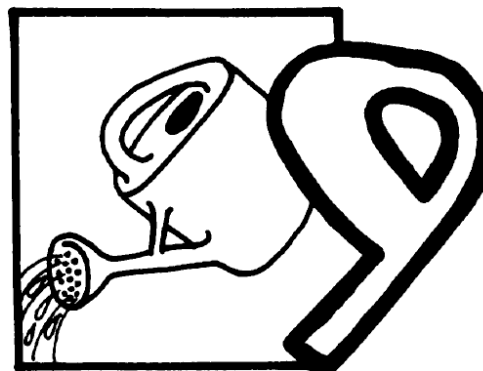
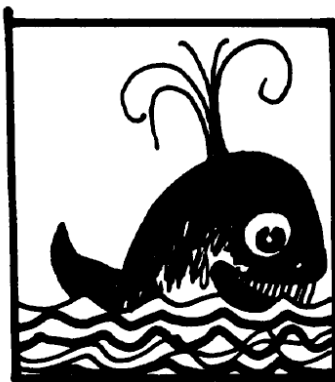
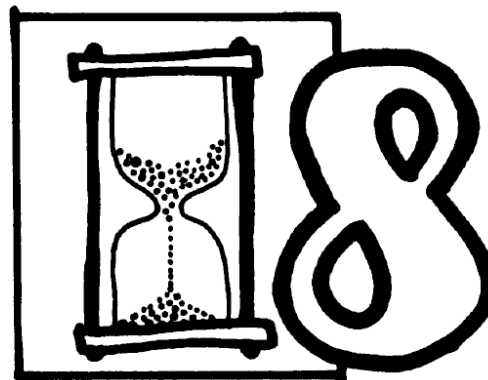
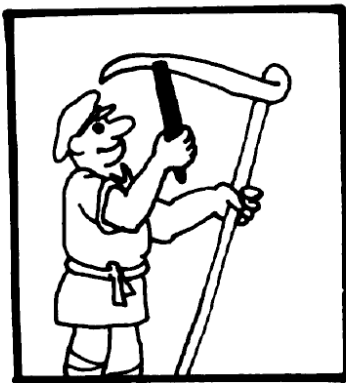
Alyosha's five looks like a ship, a snake, a kangaroo.



In front of you there are numbers and pictures with objects that these numbers look like.



Look at these items and try to come up with your own.



Imagine yourself!

Look around and you will see how many objects around you look like numbers. For each digit, think up three pictures and draw them in empty cells opposite to the numbers. If it's hard to draw, describe them in words.

Try not to repeat the drawings of Ira and Alyosha, but think up your own, new ones.

			1
			2
			3
			4

5

6

7

8

9

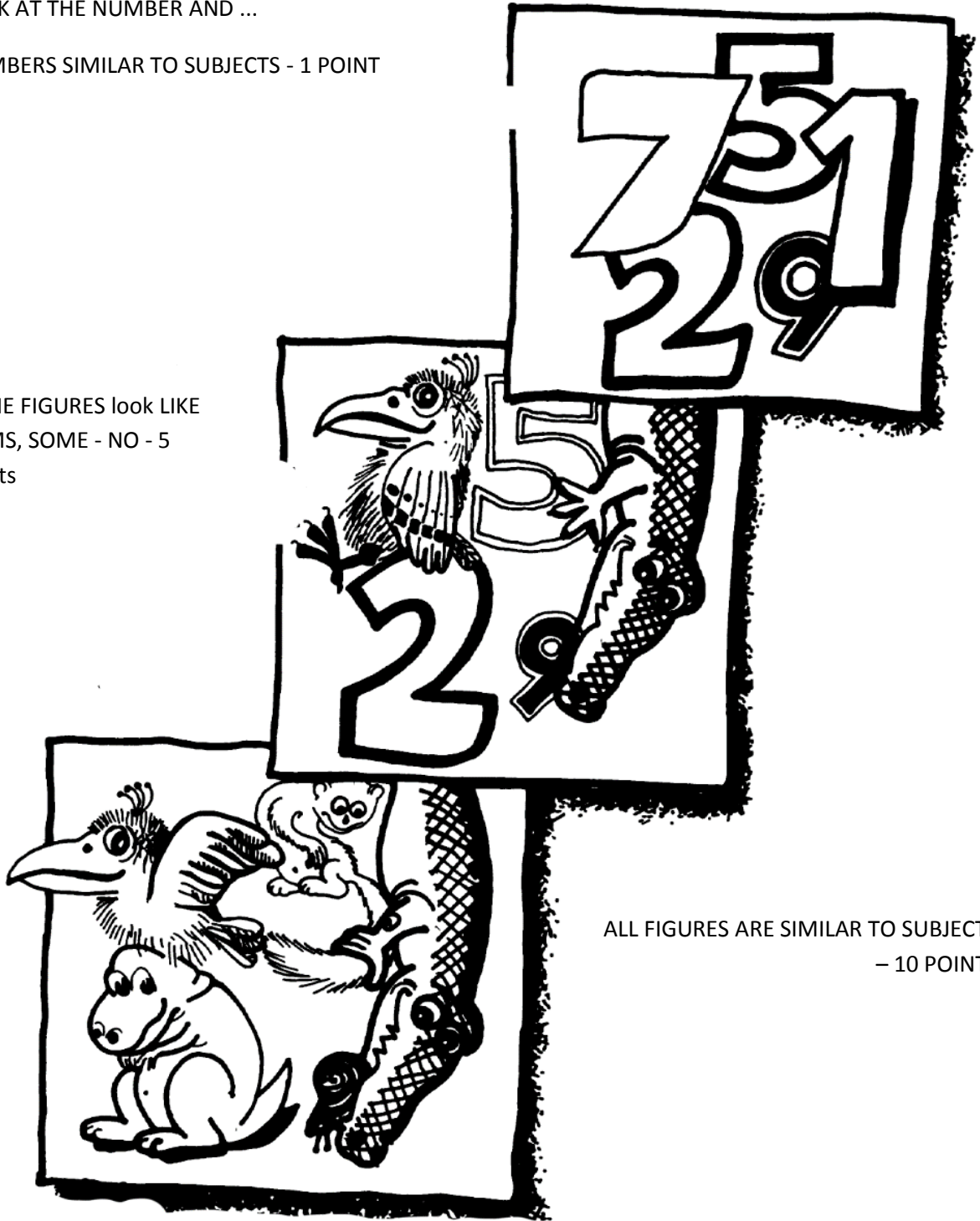
0

SEE HOW MANY POINTS YOU GOT FOR THIS GAME.

LOOK AT THE NUMBER AND ...

NUMBERS SIMILAR TO SUBJECTS - 1 POINT

SOME FIGURES look LIKE
ITEMS, SOME - NO - 5
points

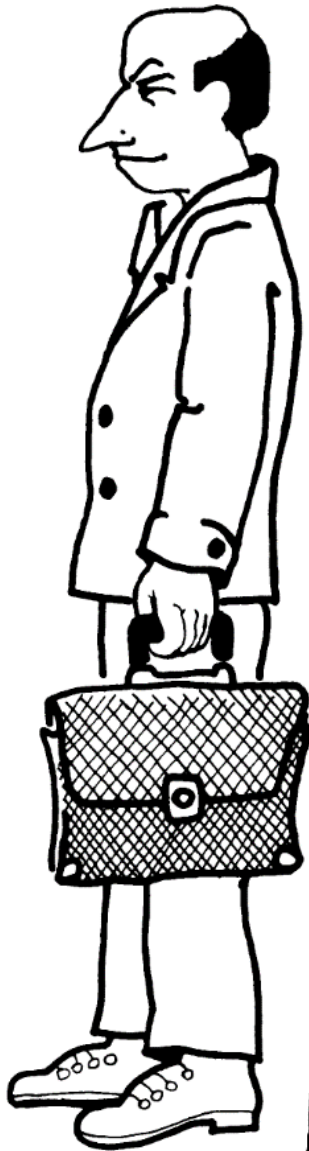


ALL FIGURES ARE SIMILAR TO SUBJECTS
- 10 POINTS

Game 3

The numbers can be similar not only to objects, but also to remind people: their appearance, gait and legs or even character, voice. It can be your friends or acquaintances.

1 is a physics teacher (for Ira): tall, fit, strict .



When she looks at her neighbor, she recognizes the six in him: he is just as full and kind.





Opposite the numbers in empty cells, draw portraits of your acquaintances or friends, similar to these numbers. If it's hard to draw, write their names and describe how they look like numbers.

1			
2			
3			
4			

5

6

7

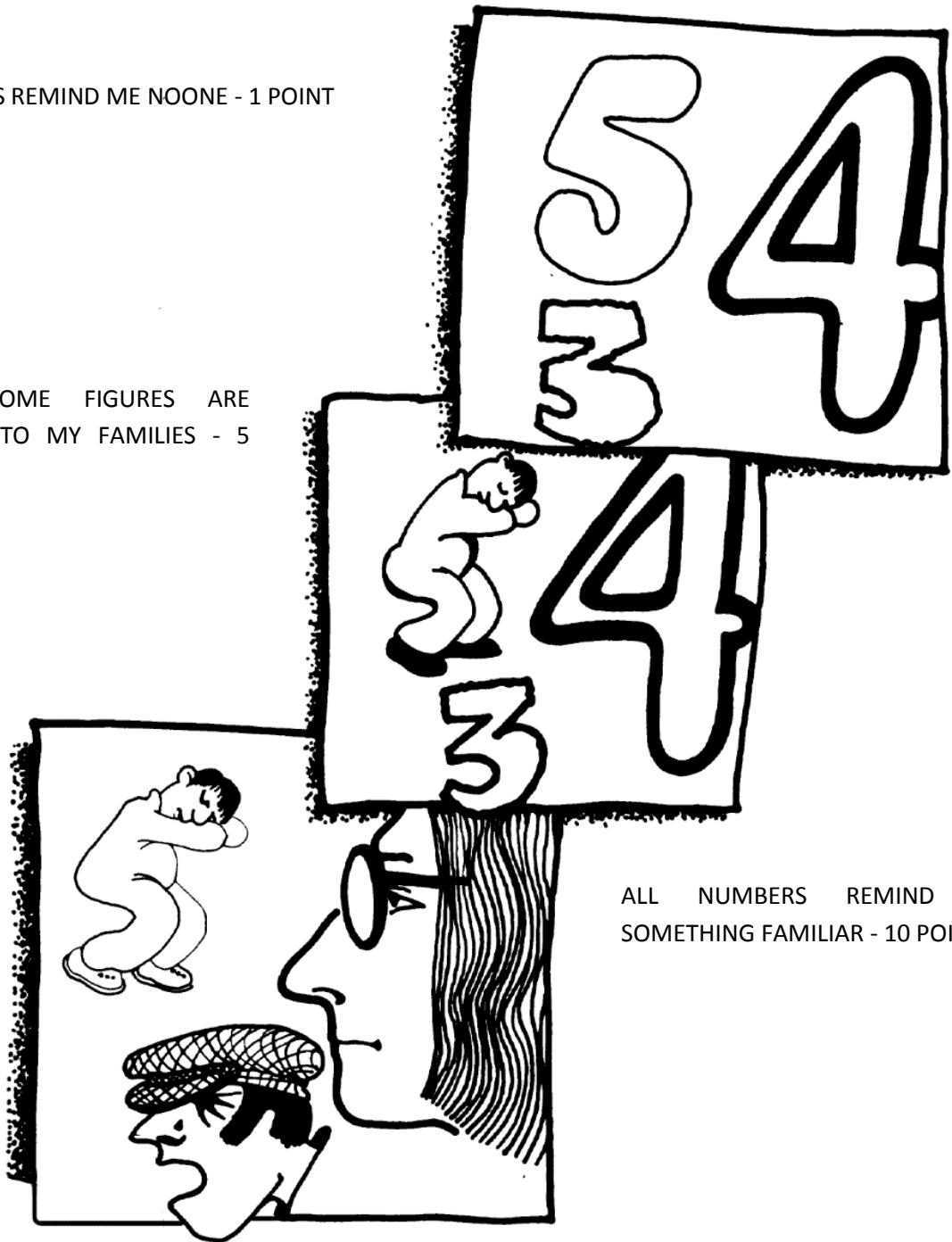
8

9

0

NUMBERS REMIND ME NOONE - 1 POINT

ALL NUMBERS REMIND ME
SOMETHING FAMILIAR - 10 POINTS



Game 4

Figures, like objects, can have their own color. But each person presents the color and shades of numbers in their own way. The color of the numbers may depend on the mood of the person, his character.

If you want to see the color of numbers - close your eyes, relax your body and mentally ask yourself the question of what color is one, two, three, four and so on. Try not to make efforts and do not rush. Sometimes you have to wait one or two minutes for the color to appear in front of your eyes.

"They call me a number, I close my eyes and wait when I see it in color. Number seven is green, zero is transparent, five is light blue ..."

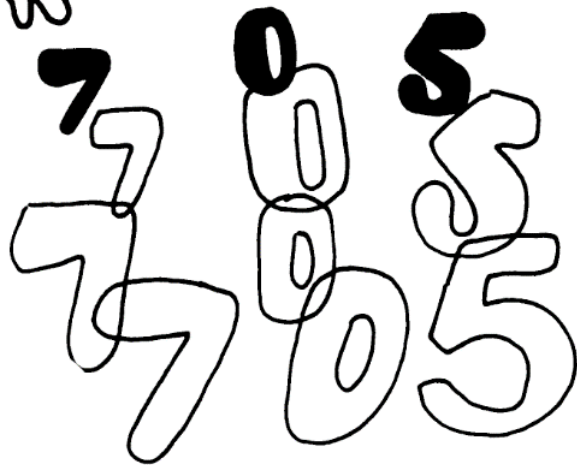


YOU

SHOULD CLEARLY SEE

COLOR NUMBERS

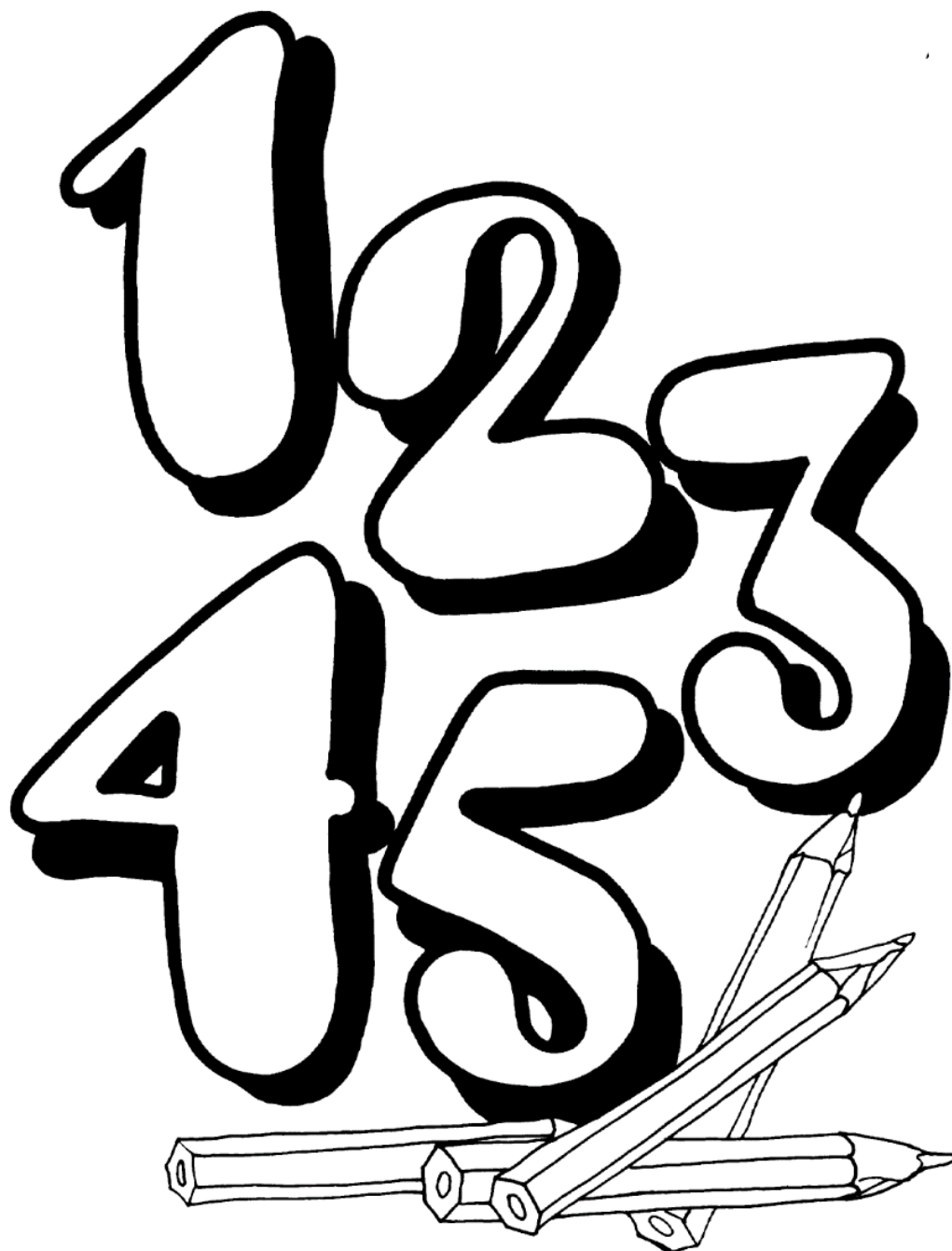
IN FRONT OF YOURSELF .



FANTASY YOURSELF!

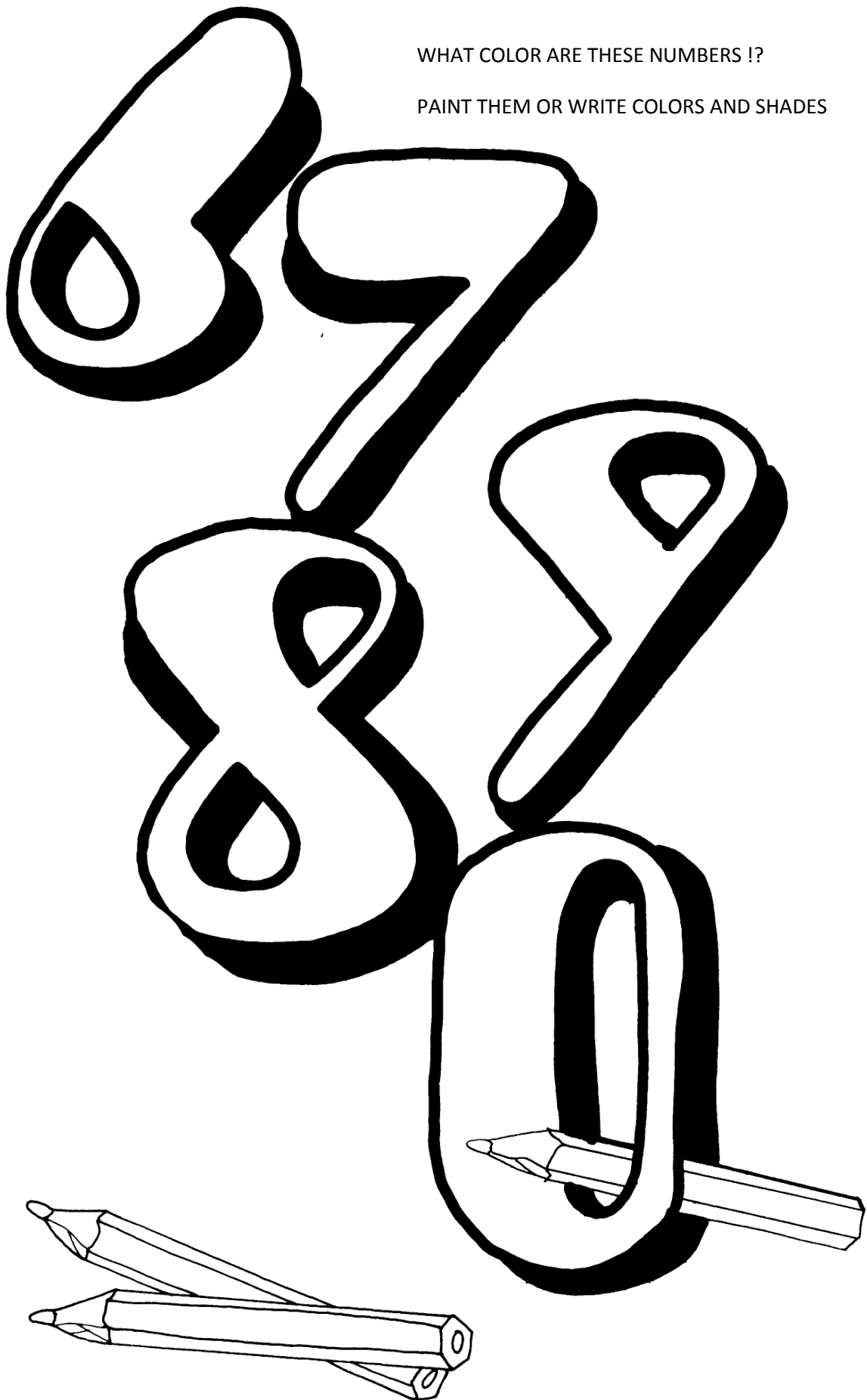
WHAT COLOR ARE THESE NUMBERS ?!

PAINT THEM AND WRITE COLORS AND SHADES



WHAT COLOR ARE THESE NUMBERS !?

PAINT THEM OR WRITE COLORS AND SHADES



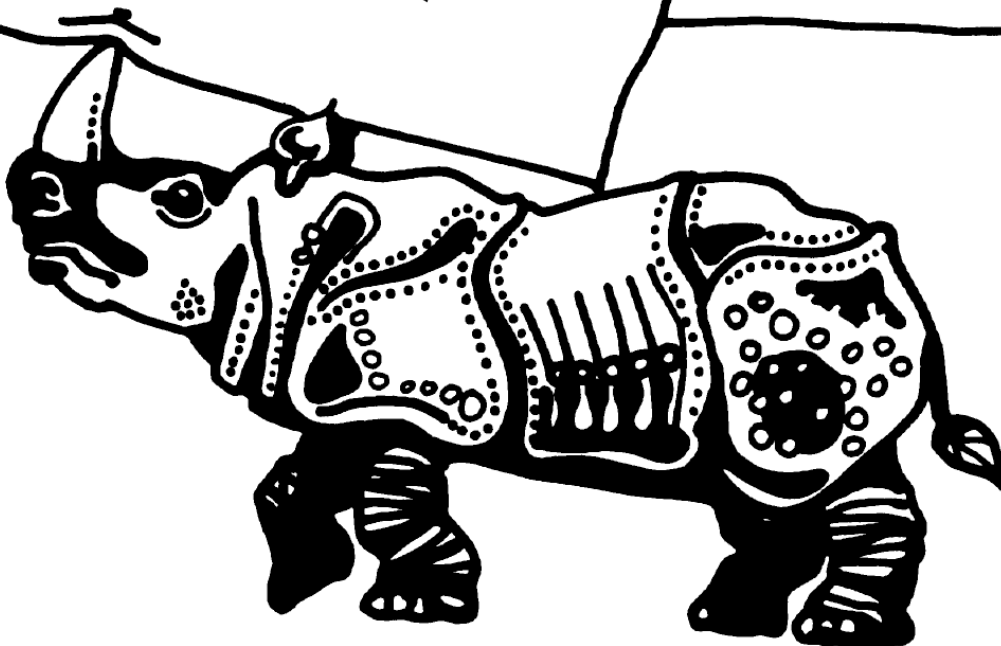
LOOK HOW MANY SCORES YOU GOT FOR THIS GAME

I SEE WELL THE COLOR OF ALL
FIGURES - 10 POINTS

COLOR OF SOME NUMBERS I SEE
GOOD, SOME NOT VERY GOOD - 8
POINTS

COLOR I SEE FUZZY, AS IN
THE FOG - 3 POINTS

COLOR OF DIGITS DO NOT SEE - 1 POINT



Game 5

Remember what objects the numbers in game 2 look like. Draw in the empty cells opposite the numbers what you remembered. If it's hard to draw, describe in words. You will have to remember not only those objects that IRA and Alyosha came up with, but also those that you imagined yourself.

1						
2						
3						
4						
5						
6						

7						
8						
9						
0						

Compare your answer with the answer in game 2 and calculate the errors.

If the cell is empty, it's a mistake. If the cell content does not match, it is also a mistake.

NO ERRORS - 10 POINTS

1-5 ERRORS - 9 POINTS

6-9 ERRORS - 8 POINTS

10-15 ERRORS - 7 POINTS

16-19 ERRORS - 6 POINTS

20-27 ERRORS - 5 POINTS

28-35 ERRORS - 4 POINTS

36-41 ERRORS - 3 POINTS

42-49 ERRORS - 2 POINTS

50-60 ERRORS - 1 POINT

Game 6

Remember which of your friends and acquaintances the numbers in game 3 reminded you of.

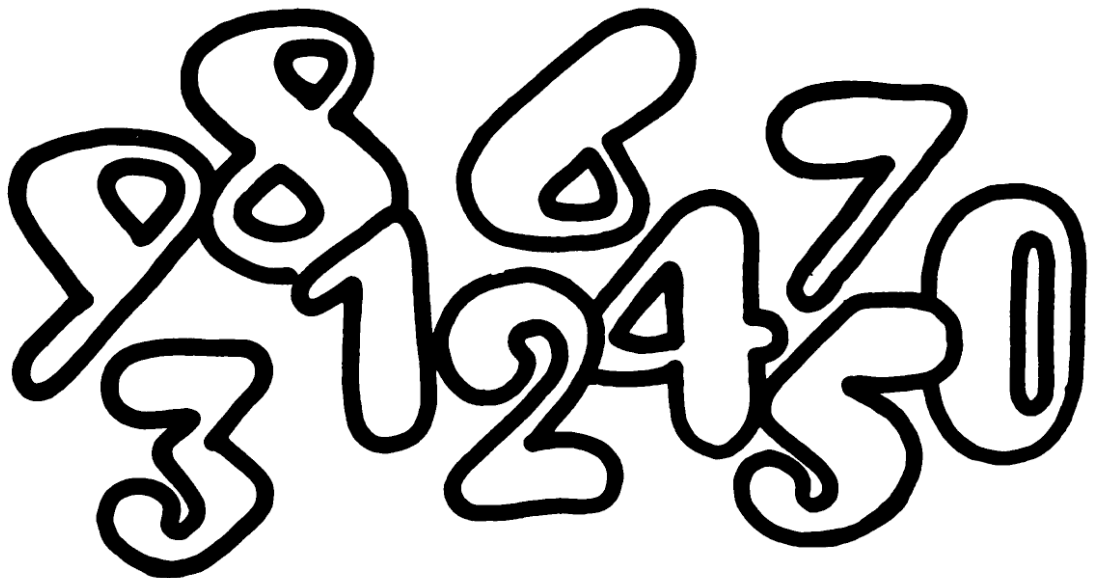
And in the game 4 numbers were different colors. Remember these colors.

Draw in the empty cells opposite the numbers what you remembered.

If it's hard to draw, describe in words.

1			
2			
3			
4			
5			

6			
7			
8			
9			
0			



Compare your answer with the answer in game 3 and 4 and count the errors.

If the cell is empty, it's a mistake. If the cell content does not match, it's also a mistake.

LOOK HOW MANY SCORES YOU GOT FOR THIS GAME

NO ERRORS - 10 POINTS

1-2 ERRORS - 9 POINTS

3-5 ERRORS - 8 POINTS

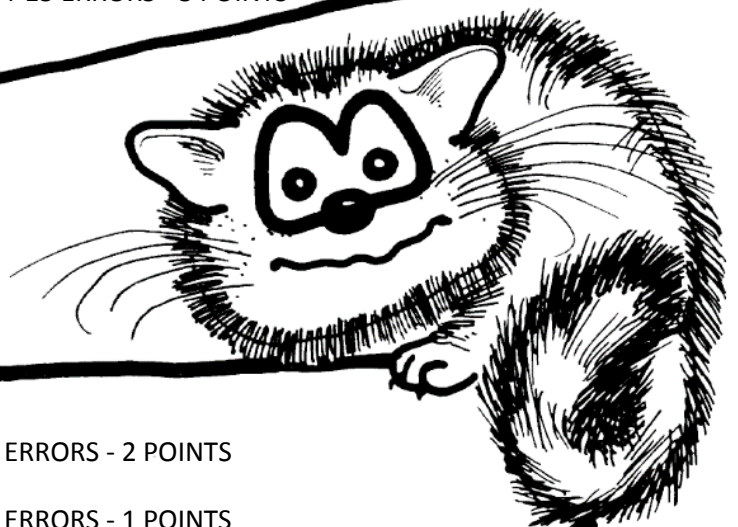
6-7 ERRORS - 7 POINTS

8-9 ERRORS - 6 POINTS

10-11 ERRORS - 5 POINTS

12-13 ERRORS - 4 POINTS

14-15 ERRORS - 3 POINTS



16-17 ERRORS - 2 POINTS

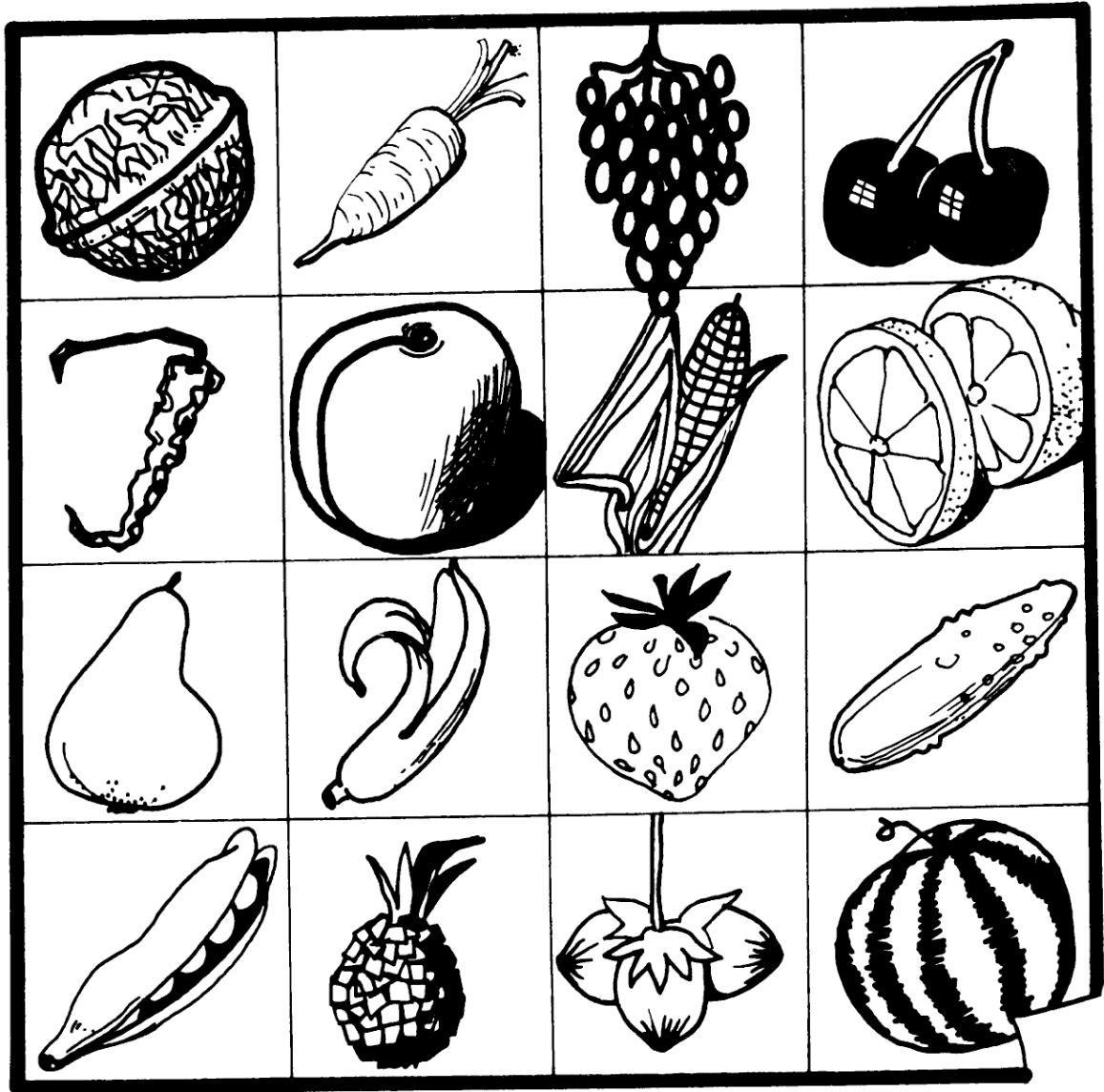
18-20 ERRORS - 1 POINTS

Game 7

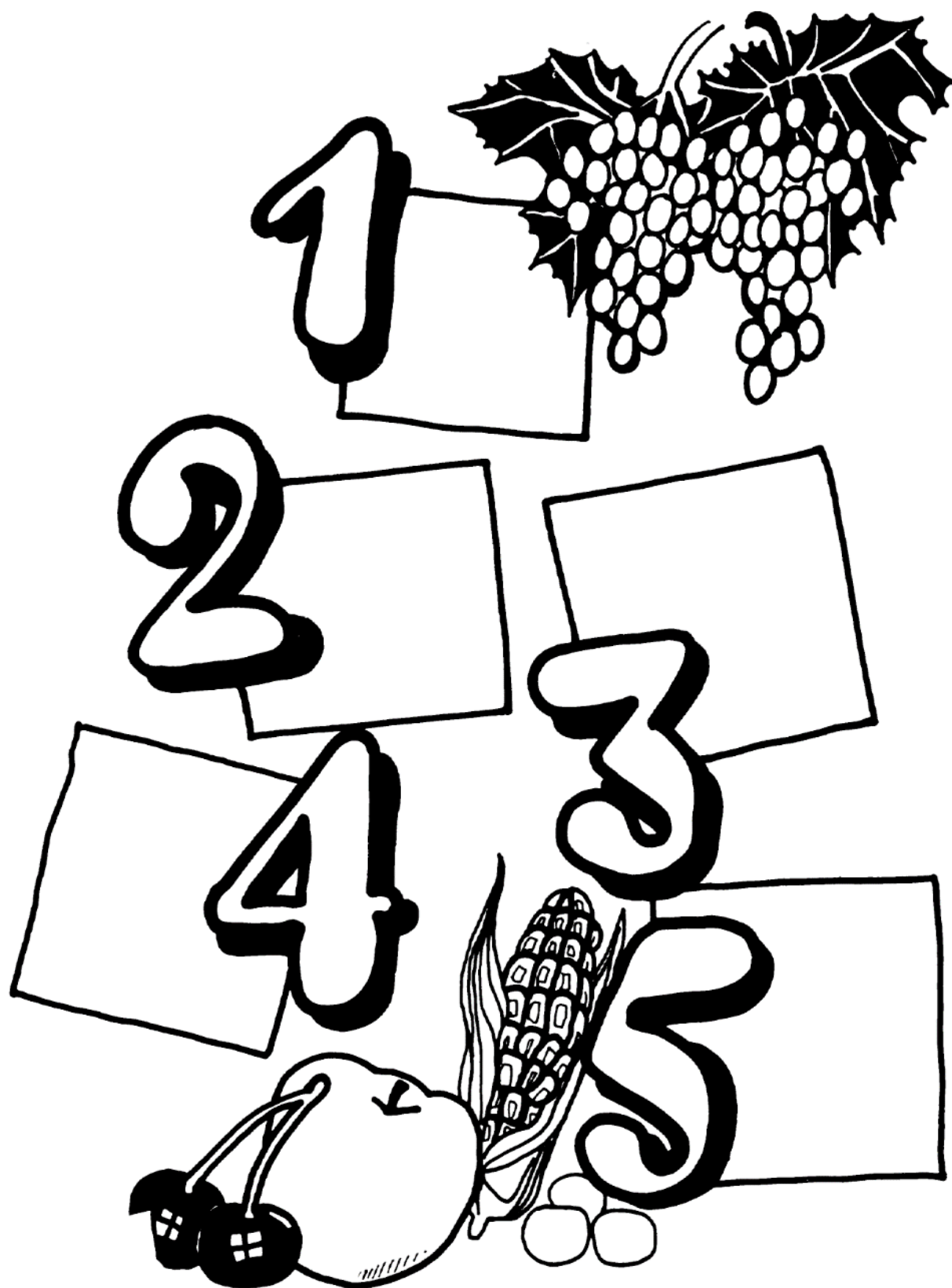
There are cards with berries, fruits, vegetables in front of you. Your task is to choose which number, which card is more suitable. There are many cards, but you should choose only ten of them, so that one card corresponds to one number.

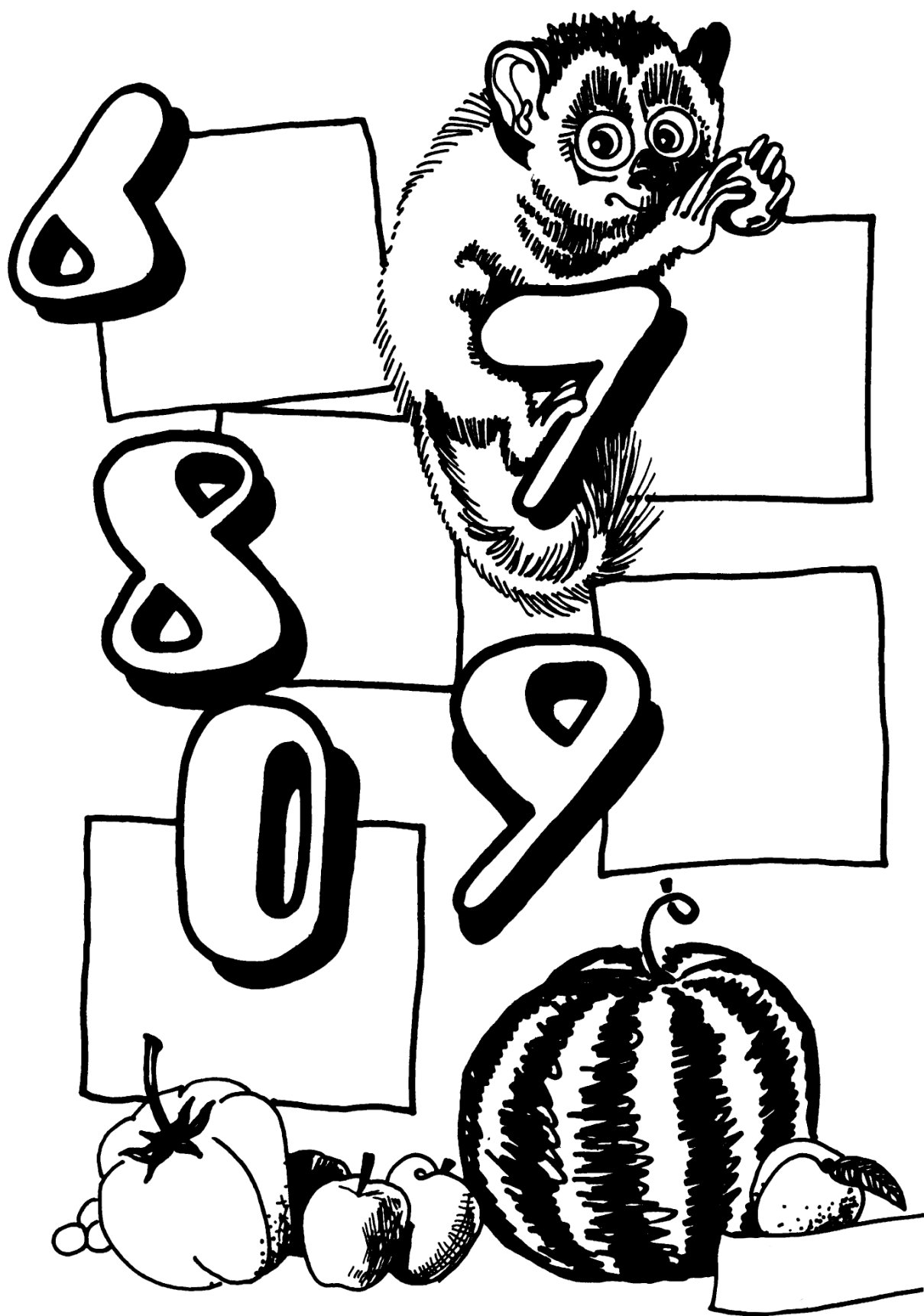
THIS IS IRA DOING IT:

"I look at the cards and look for number six. It is easy to see that this is a pear ... "



Draw the berries, fruits, and vegetables you selected opposite the numbers they look like. If so, then they have the same taste. It will be good if you want to taste the numbers as you wish.





LOOK HOW MANY SCORES YOU GOT FOR THIS GAME

I CAN'T FIND
CARDS FOR
DIGITS - 1 POINT

TO SOME DIGITS I CAN
FIND CARDS, TO SOME
DO NOT - 5 POINTS

I CAN FIND CARDS FOR ALL
DIGITS - 10 POINTS



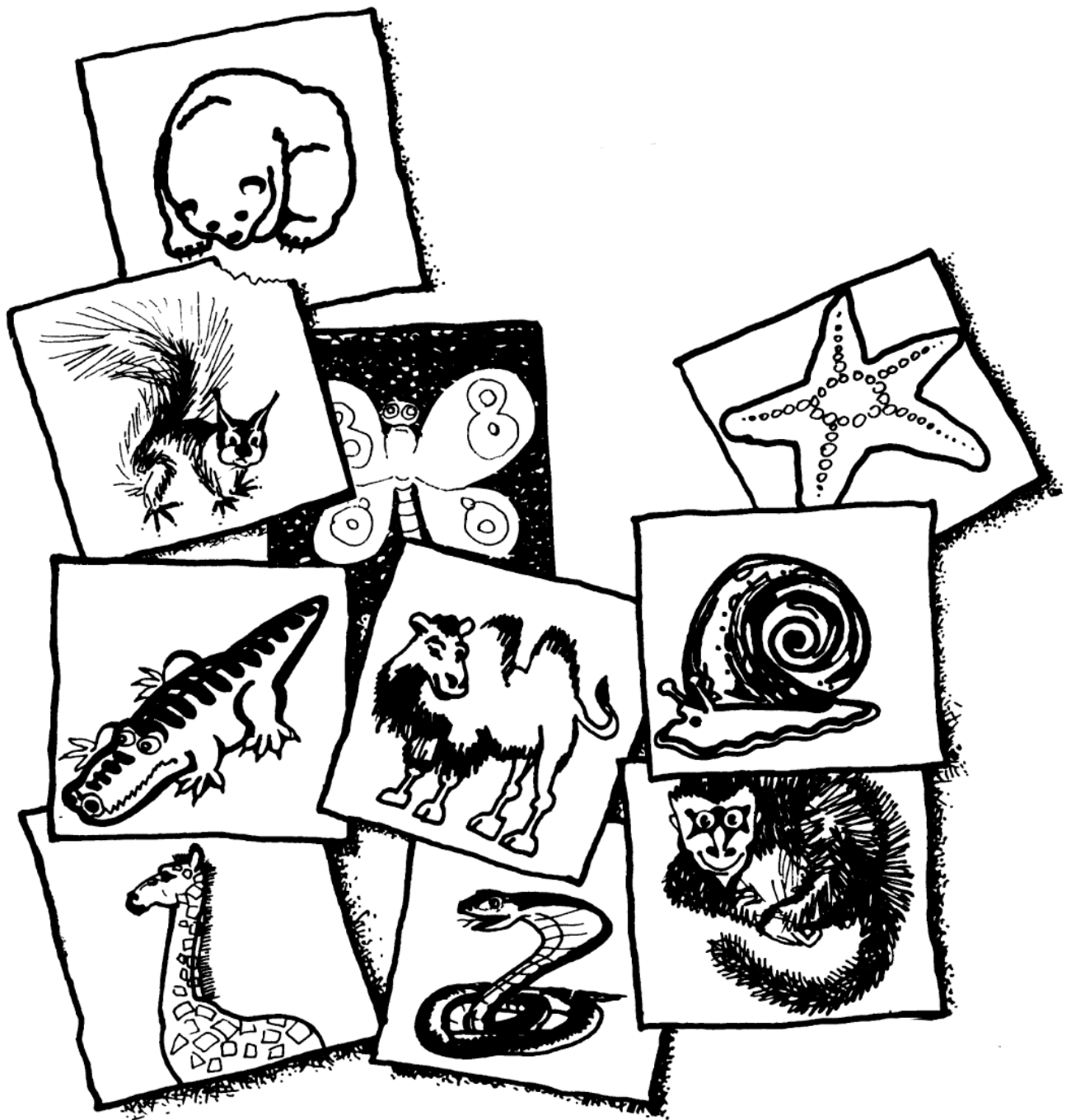
Game 8

Do numbers have character? It will be easier for you to answer the question by completing this game.

There are cards with animals and birds in front of you. Choose which numbers are best for which numbers.

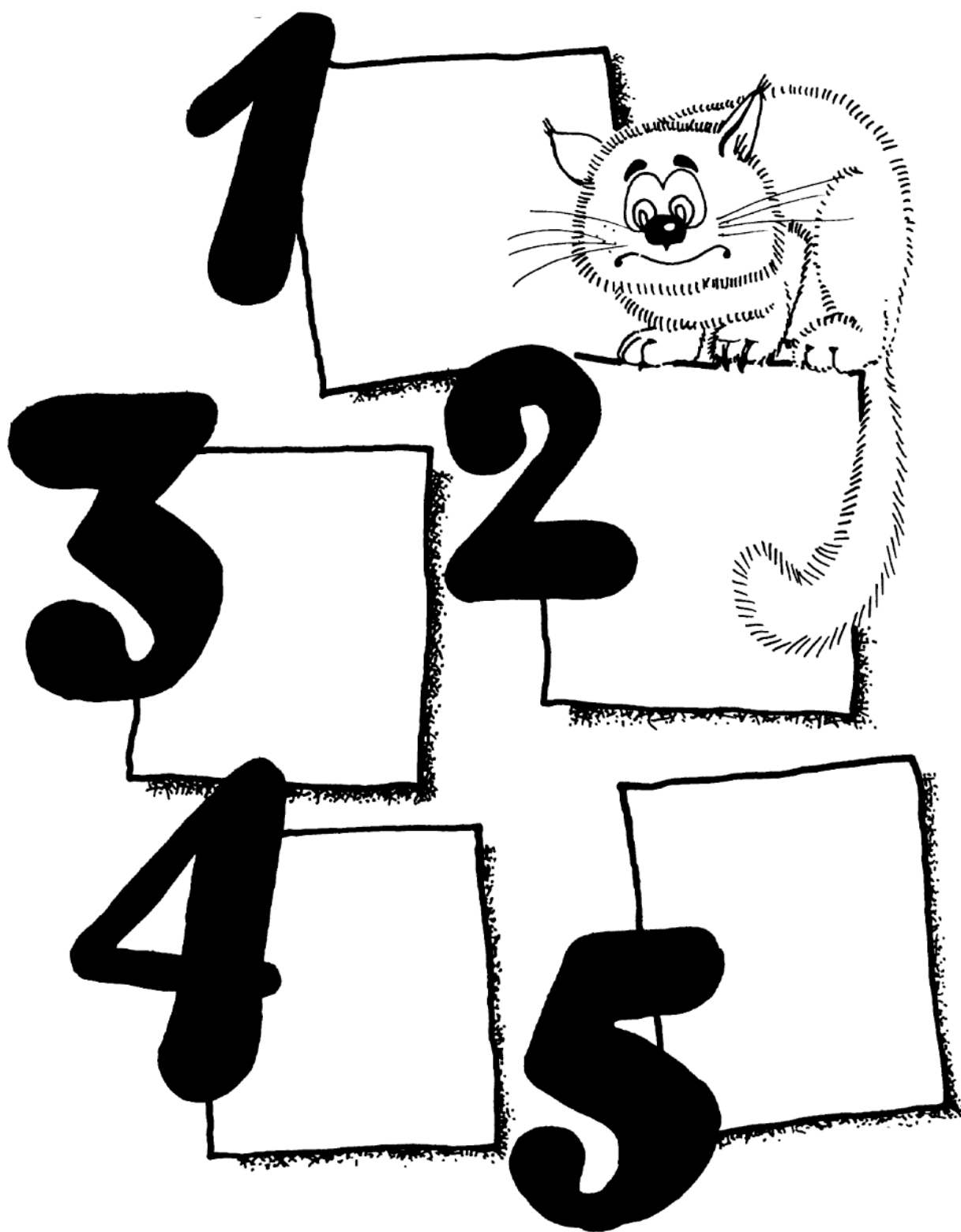
THIS IS IRA DOING IT:

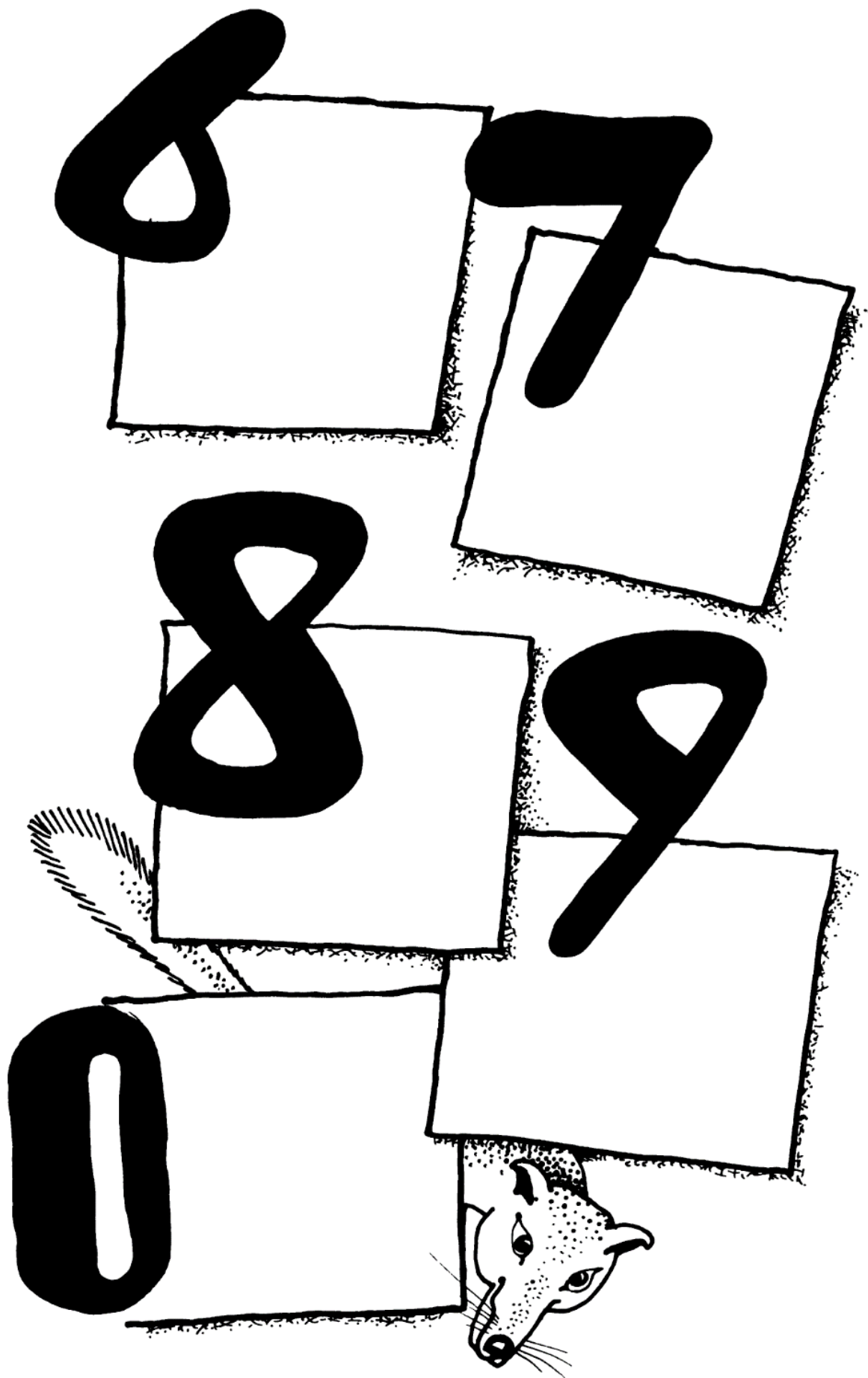
"I LOOK AT CARDS AND LOOK FOR AN ANIMAL, THAT LOOKS LIKE NUMBER FOUR. A GOOD NATURED GIRAFFE FITS. NUMBER FOUR TO ME IS GENIAL. SNAIL IS LIKE SIX. SO SIX IS SLOW ... "



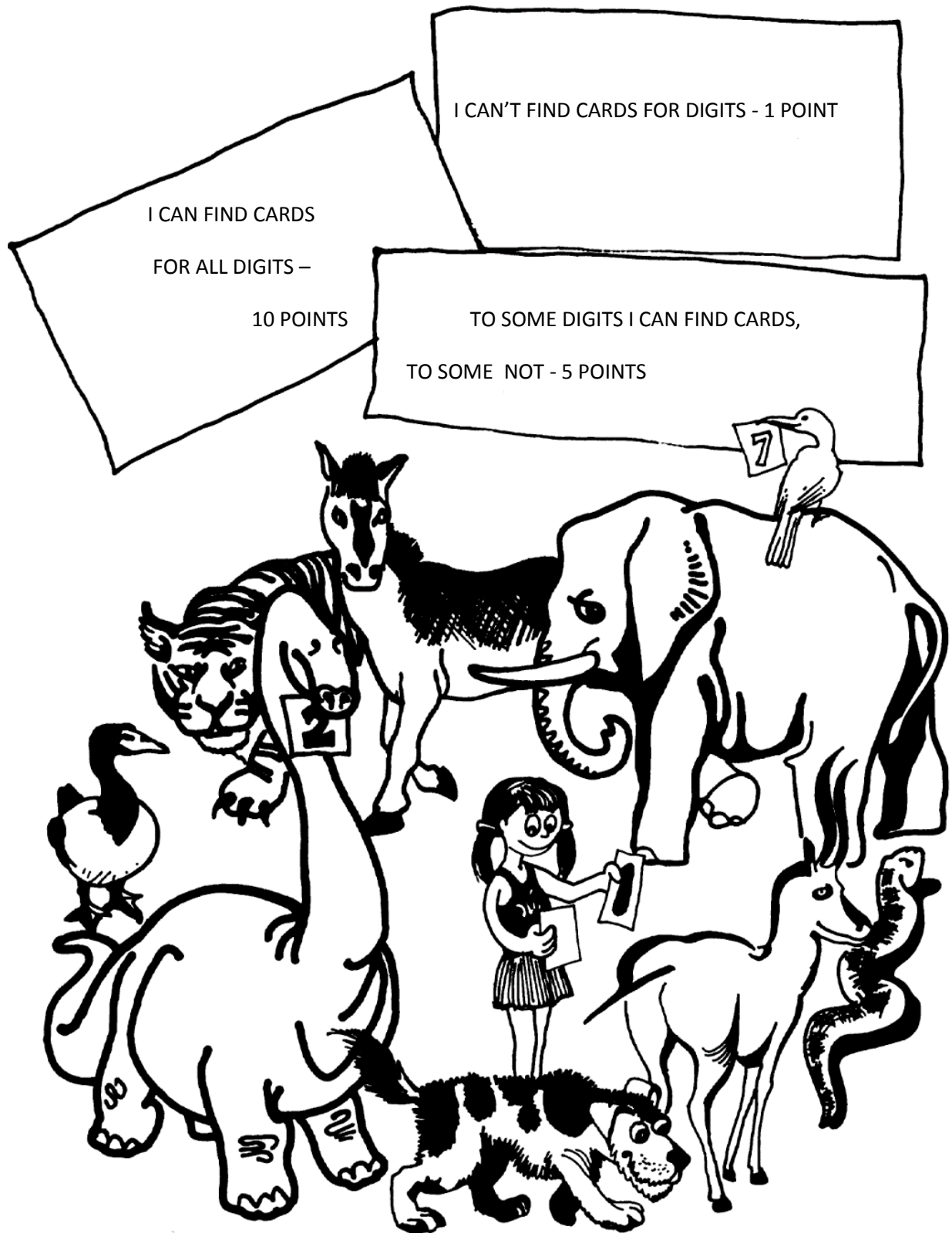
Draw the numbers opposite of the selected animals or birds.

If it's hard to draw a picture, simply write the name of the animals or birds.





LOOK HOW MANY SCORES YOU GOT FOR THIS GAME



Game 9

Remember what berries, fruits and vegetables look like the numbers in game 7.

What animals and birds do the numbers in game 8 look like?

Do you feel the taste and character of the numbers?

Draw what you remembered into the empty cells opposite the numbers.

If it's hard to draw, describe in words.

1			6		
2			7		
3			8		
4			9		
5			0		

Compare your answer with the answer in game 7 and 8 and calculate the number of errors. If the cell is empty, this is a mistake. If the content of the cell does not match the content in games 7 and 8, this is also a mistake.

NO ERRORS - 10 POINTS

1-2 ERRORS - 9 POINTS

3-4 ERRORS - 8 POINTS

5-7 ERRORS - 7 POINTS

8-10 ERRORS - 6 POINTS

11-12 ERRORS - 5 POINTS

13-14 ERRORS - 4 POINTS

15-16 ERRORS - 3 POINTS

17-18 ERRORS - 2 POINTS

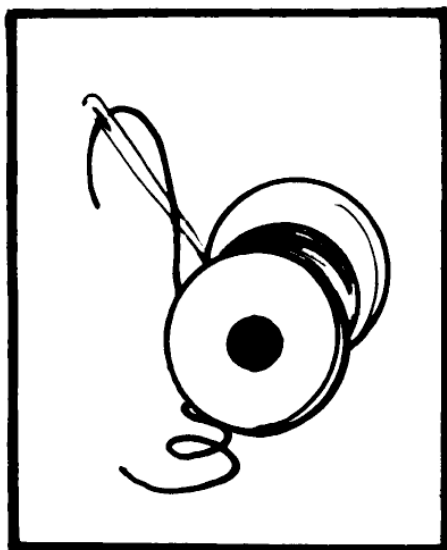
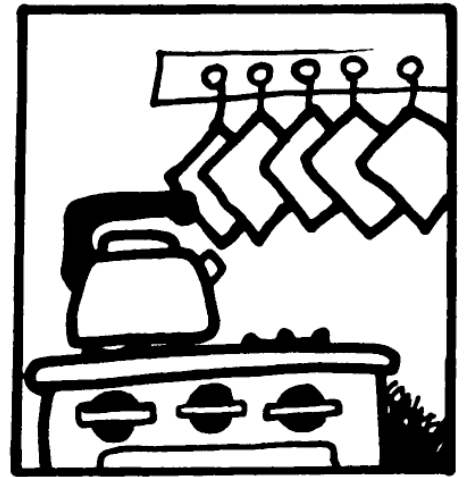
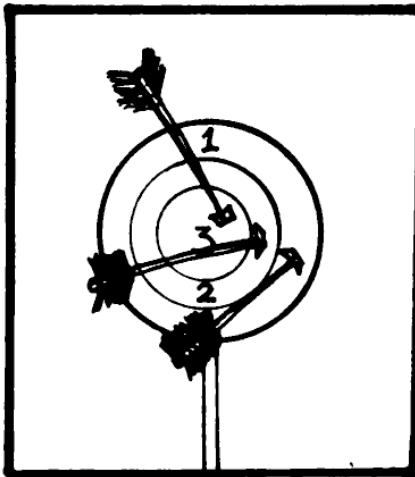
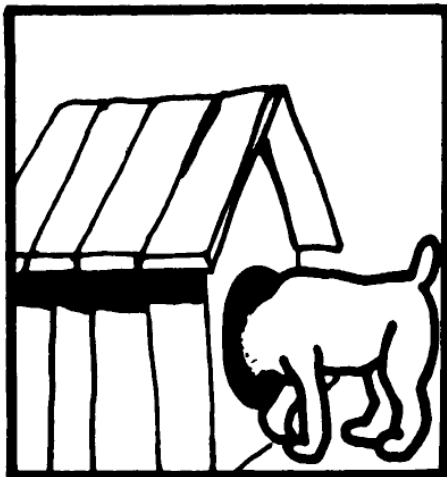
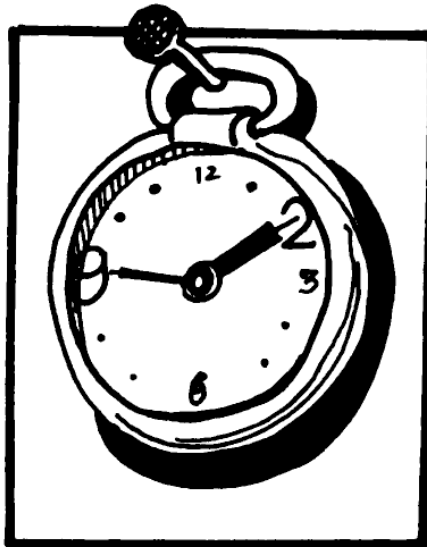
19-20 ERRORS - 1 POINTS



Game 10

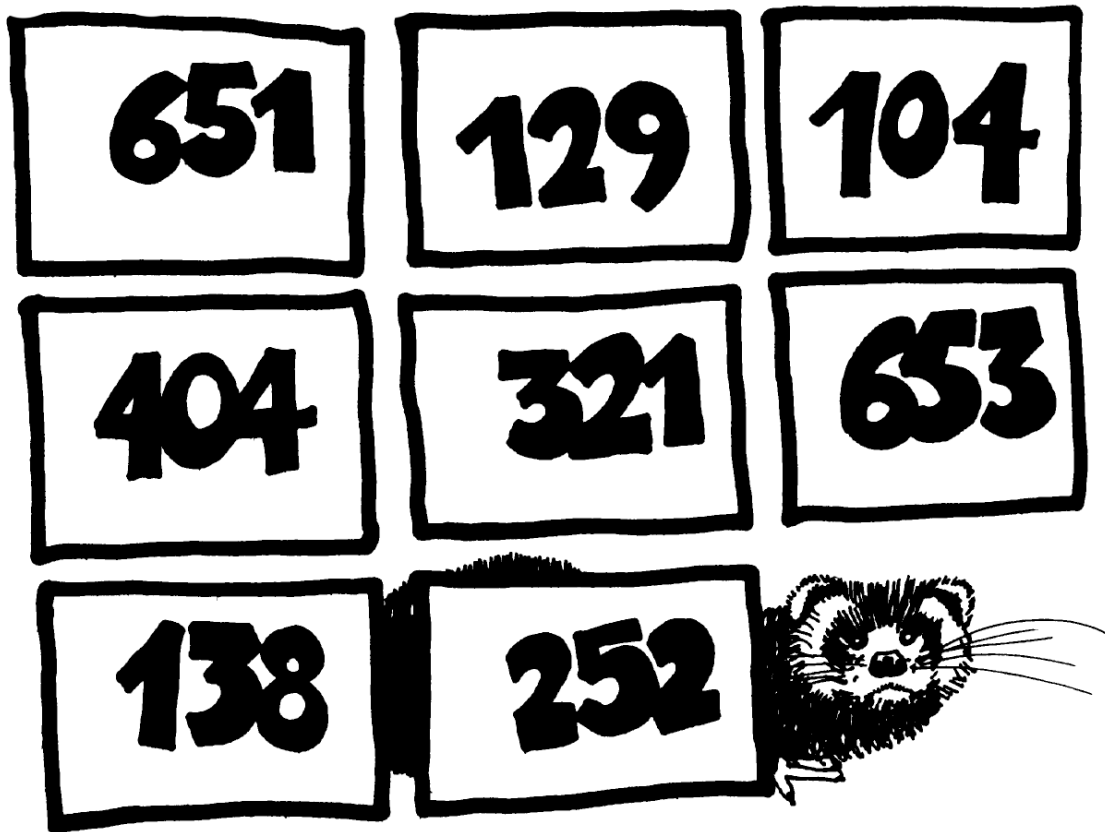
There is a series of three-digit numbers and pictures with objects in front of you.

A number is encrypted in each picture. You have to find out what numbers are in which pictures.



FILL IN THESE NUMBERS HERE

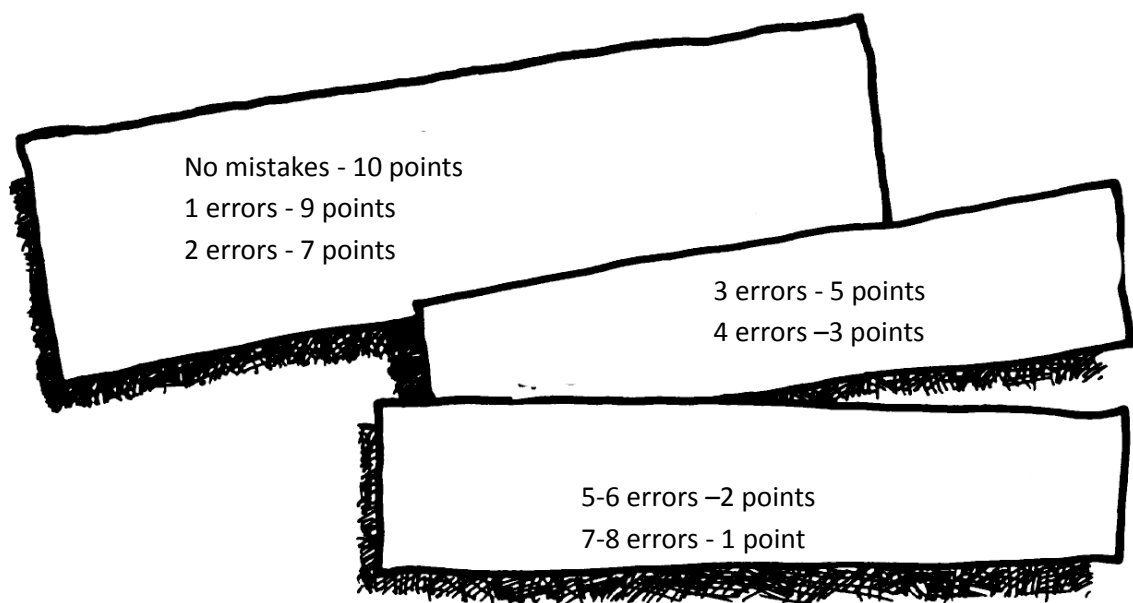
Here is the correct answer:



Compare your answer with the correct one and count the errors.

If the cell is empty, it's a mistake. If the numbers do not match, it's also a mistake.

LOOK HOW MANY SCORES YOU GOT FOR THIS GAME.



Game 11

In this game you have to turn three-digit numbers into pictures with objects.

You can see in game 2 what these numbers resemble.

Let your imaginative thinking tell you the plot of the picture.

THESE NUMBERS:

781 592 370 246
694 825 410 931

THIS IS HOW IRA DOES:

"Number 781. My seven looks like a broken branch. Eight is an old woman. The unit is the rope. I imagine an elderly woman picking up brushwood in a forest and carrying it home ... "



FANTASY YOURSELF!

Opposite the numbers, draw objects that look like numbers and the plot of the picture for the whole number. If you can't draw, describe in words.

592

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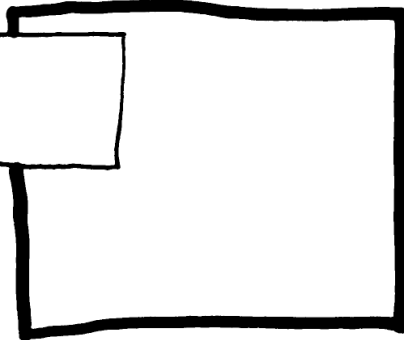
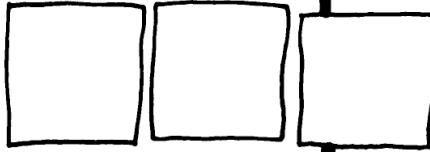
370

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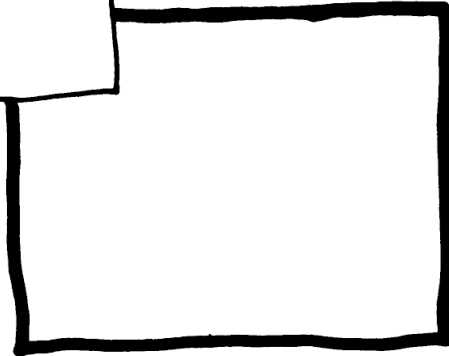
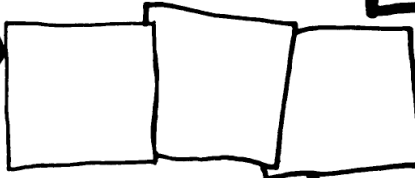
246

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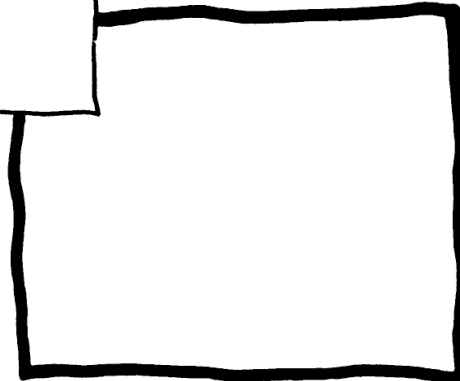
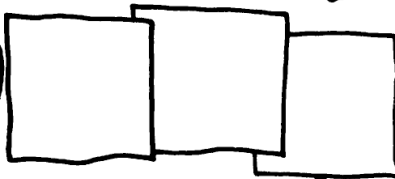
694



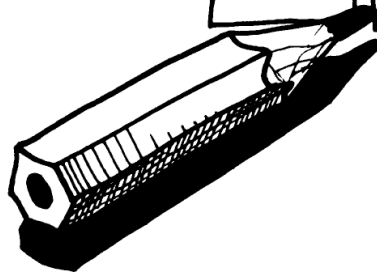
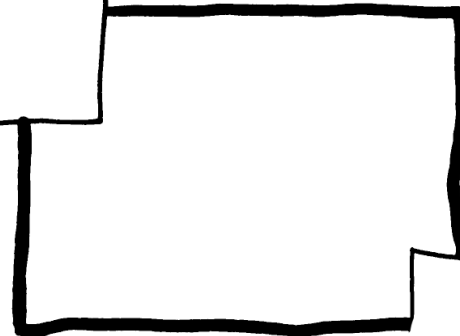
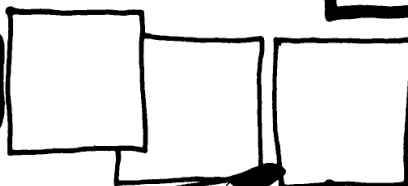
825



410



931



LOOK HOW MANY SCORES YOU GOT FOR THIS GAME

I CAN'T PRESENT PLOT PICTURES - 1 POINT

I CAN PRESENT PLOT PICTURES FOR SOME NUMBERS, FOR SOME – I CAN NOT - 5 POINTS

IT'S EASY TO REPRESENT PLOTS FOR ALL NUMBERS– 10 POINTS



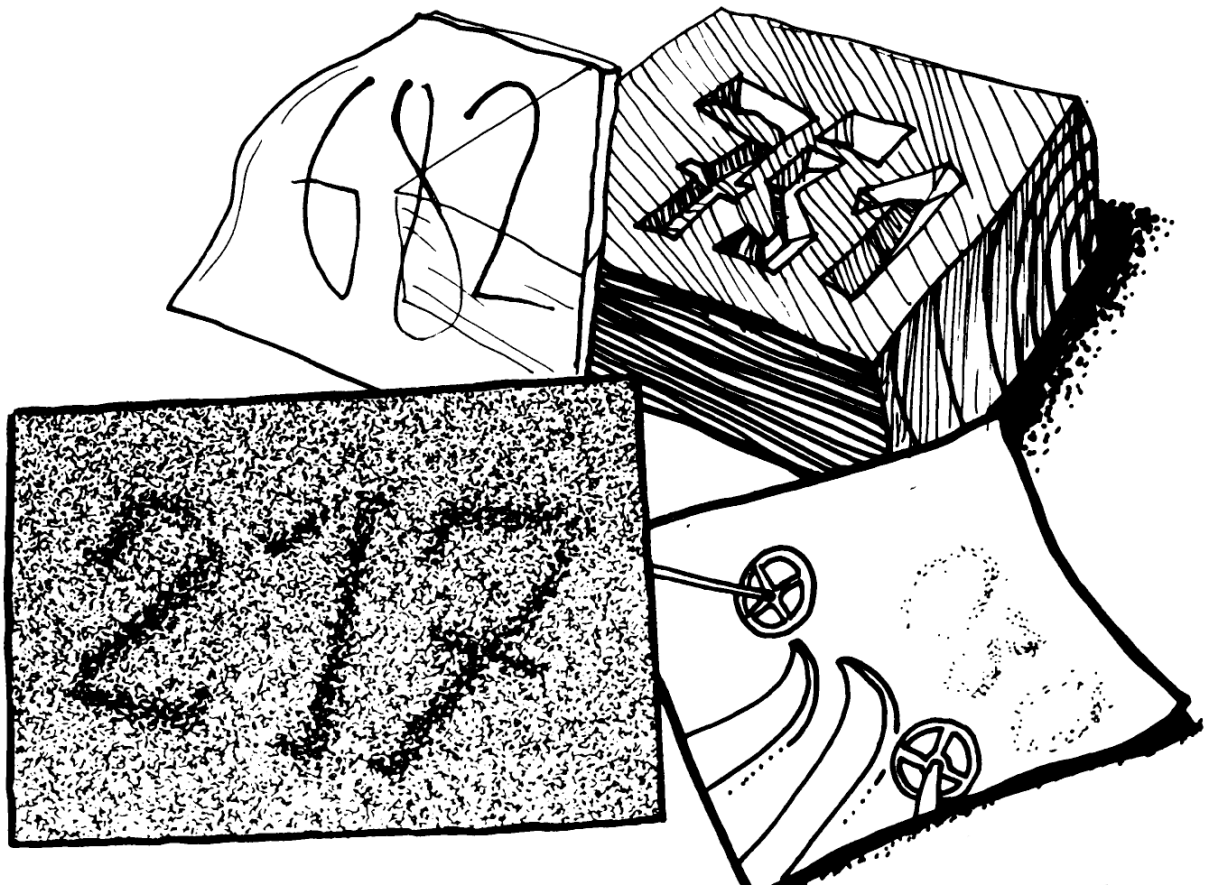
Game 12

The numbers can be memorized with your fingers, feeling the touch to them. The ability to remember sensations from touching various objects is called tactile memory.

Close your eyes and imagine that you are moving your fingers along the glass and you feel 682 carved on the glass, 751 on the tree, you feel like you are painting 030 in the snow, 217 in the sand.

THIS IS IRA DOING IT:

"I close my eyes and imagine the glass. I reach out and slide my finger across the glass and feel the numbers cut out on the glass ... Or I drag my finger along the dry sand, draw the numbers and feel my finger sink into the warm sand and remember their shape."



LOOK AT HOW MANY SCORES YOU GOT FOR THIS GAME



Game 13

You already know how to come up with a three-digit number picture plot.

Now try to imagine the plot of the picture in seven-digit numbers.

Every day people have to remember phone numbers. Many of them do not use the phone book. They easily remember phone numbers.

Here are the phones that you have to remember now

155-09-22 AEROFLOT INFORMATION TELEPHONE

256-90-39 RAILWAY STATION TELEPHONE

264-41-61 RENT OF CARTOONS

299-33-10 PUPPET THEATER PHONE



THIS IS IRA REMEMBERING THE PHONE NUMBER 155-09-22:

"When I know who owns the phone, it's easier for me to turn numbers and objects. One can be an eyelash and a ray of sunshine and a nail. But if you need to remember the reference to aeroflot phone, then

1

this is an airplane
landing;



55

this is a chassis
that the plane launches;

0

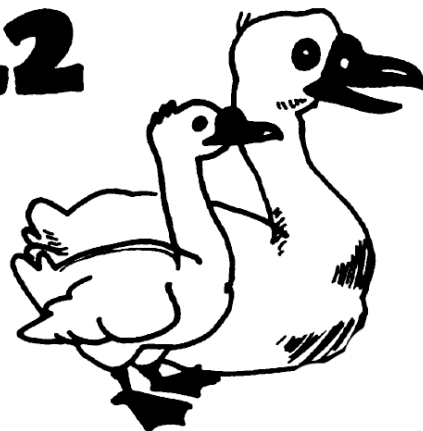
– this is a circle that a plane makes at entry;

9

– this is a plane that quickly rises up
and makes a dead loop;

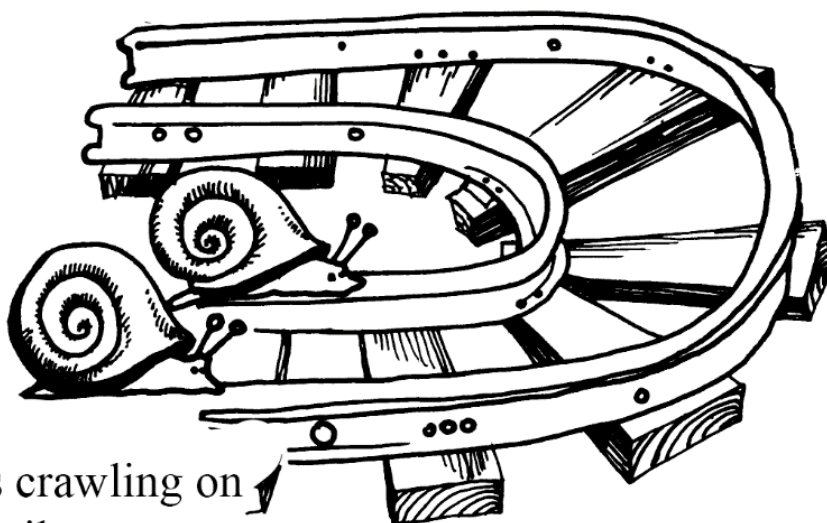
because of two geese
on the takeoff -

22



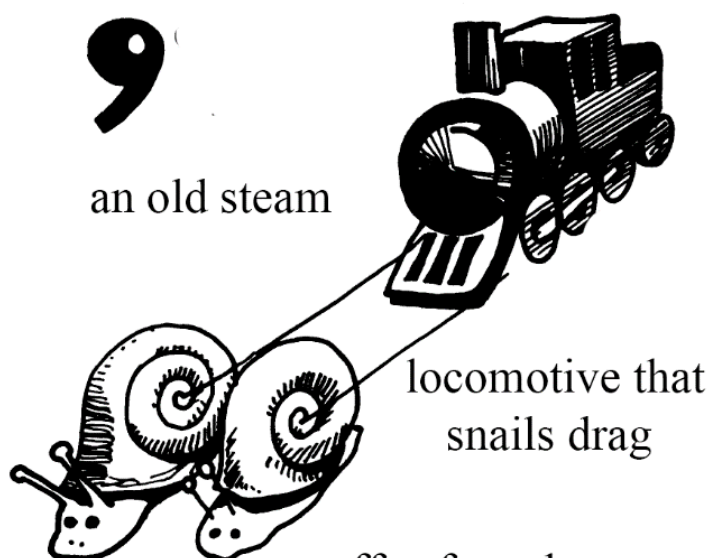
I see this movie on a screen, and it will be easy for me to remember it. "

2 are rails



66
are two snails crawling on
the rails

9
an old steam



locomotive that
snails drag

puffs of smoke
from the chimney
of an old steam
locomotive.

333





Create a movie plot for these phone numbers and draw them in empty cells. If you can't draw, describe them in words.

264-41-61 - cartoon rental phone

A large, empty rectangular box with a thick black border, intended for drawing or writing a description.

222-20-85 - phone, where there are the forgotten things

A large, empty rectangular box with a thick black border, intended for drawing or writing a description.

299-33-10 - Puppet Theater Phone

A large, empty rectangular box with a thick black border, intended for drawing or writing a description.

LOOK HOW MANY SCORES YOU GOT FOR THIS GAME

1 point - I can't come up with a movie plot for phone numbers

5 points - I can come up with a plot of the film for some phone numbers, I cannot for others

10 points - I easily come up with a movie plot for all phone numbers

Game 14

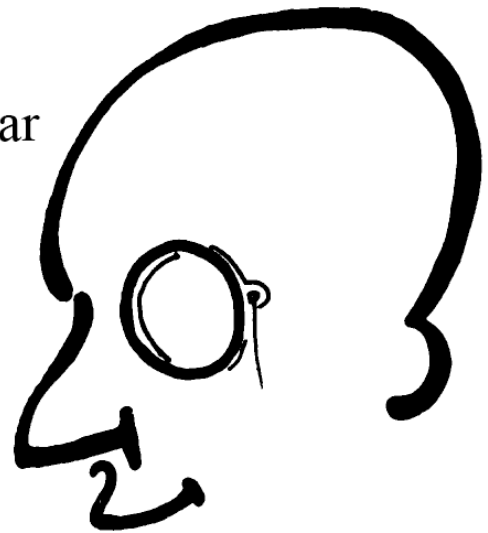
See how you can draw a person's face or figure using the digits of a phone number.

Here is the phone number: 266-02-43 - the telephone number of Delovaya Rossiya Joint-Stock Bank.

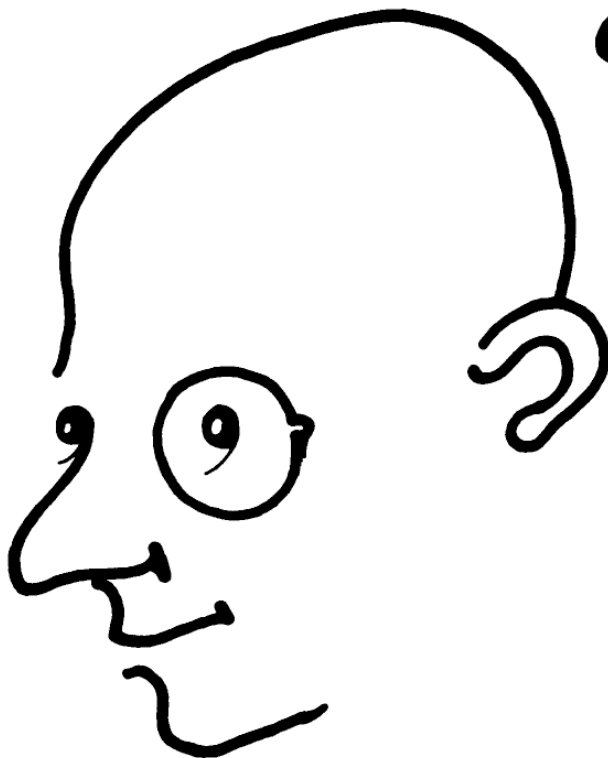
Ira remembers it like this:

"I imagine the face of a respectable smart banker and begin to paint his face. It's more convenient for me to take the phone numbers from the end.

3 — is the forehead and ear
4 — nose
2 — smile
0 — is pince-nez, it gives solidity

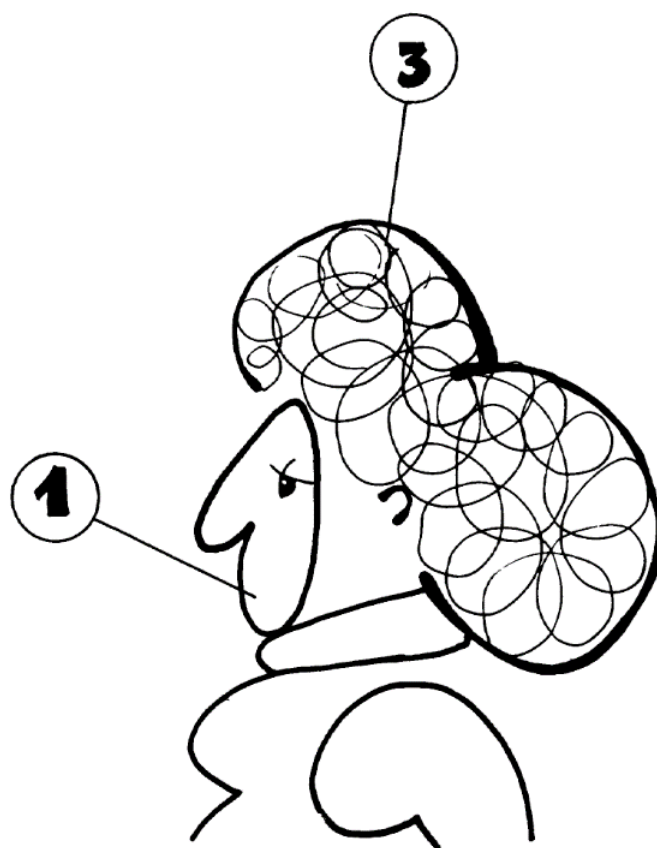
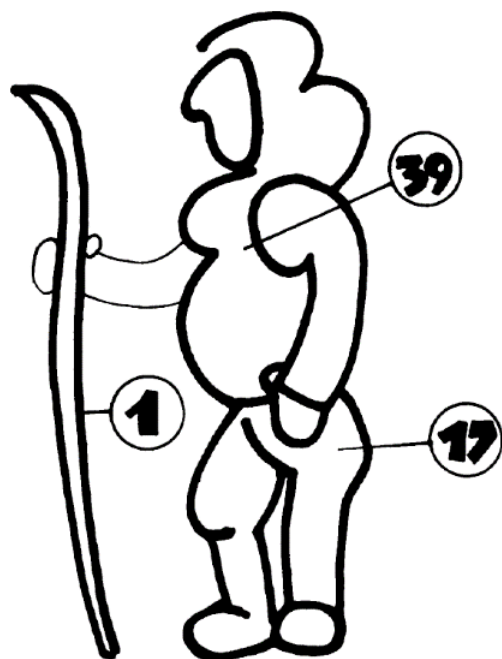


99 is, of course, eyes
2 — is the chin



THE BANKER IS READY, HIS FACE IS HIS PHONE NUMBER. "

ALYOSHA remembers the telephone number of the Vorobyovy Gory ski resort 139-17-13 as follows: "I imagine a skier: 1 - skis in my hand; 39 is the torso; 17 are legs; 13 is a face and hair "



139-17-13

FANTASY YOURSELF!

DRAW A HUMAN FACE OR HIS FIGURE USING THE FOLLOWING NUMBERS OF PHONES:



LOOK HOW MANY SCORES YOU GOT FOR THIS GAME.

LOOK AT THE PHONE NUMBERS AND ...

... I can't think of a drawing - 1
point

... I can come up with a
picture for some phones,
but not all - 5 points

... I easily come up with
drawings for all phones - 10
points




Game 15

Remember the pictures from the game 10 and the numbers that are encrypted in them.

Draw in the empty cells what you remembered.

Compare your answer with the answer in game 10 and count the errors.

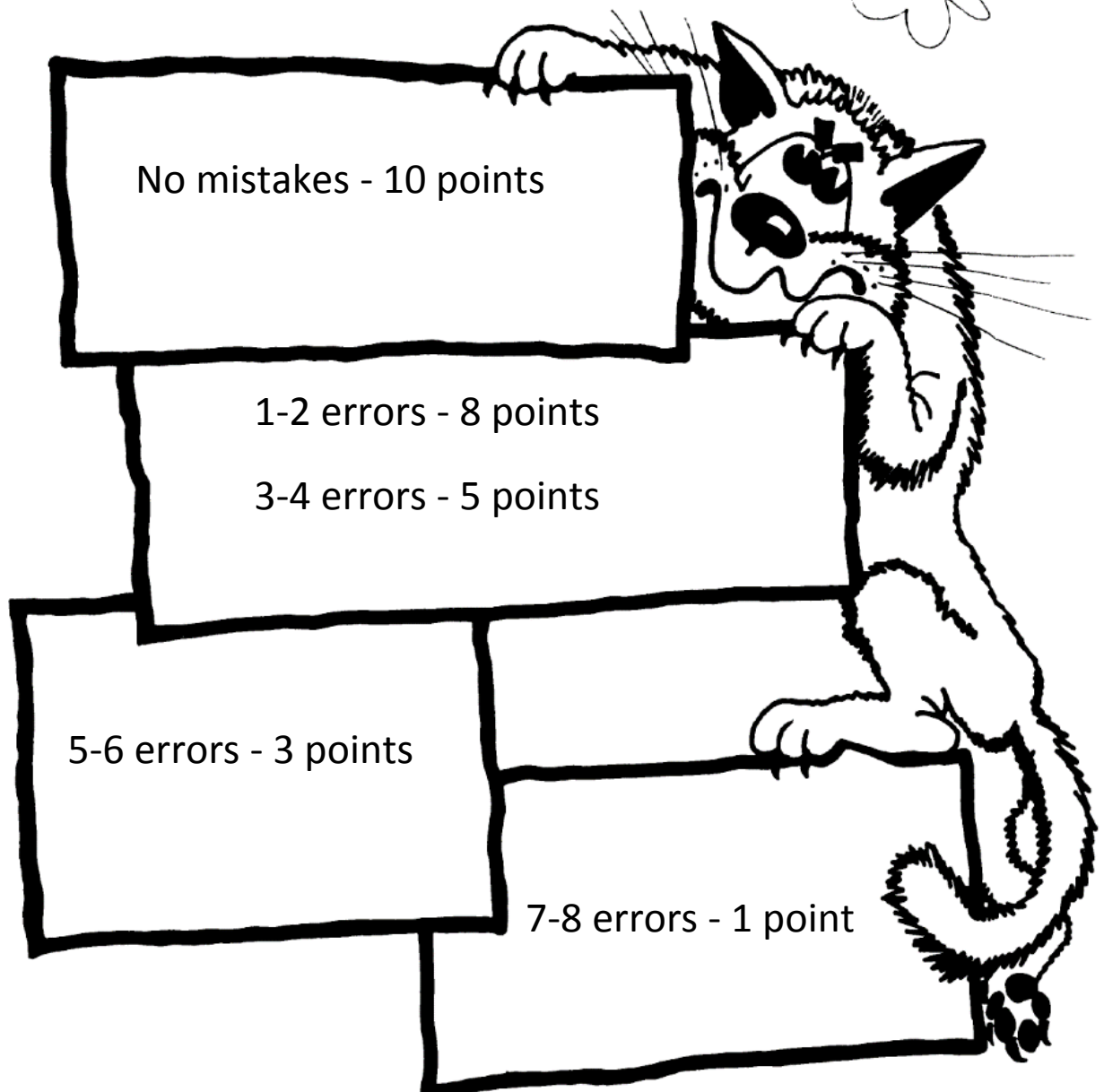
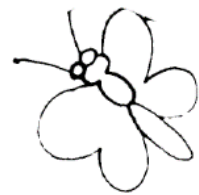
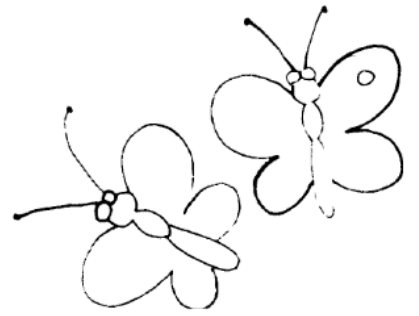
If the cell is empty - this is an error, if the content of the cell does not match - this is also an error.



If you find it difficult to draw, describe in words.

If you remembered the picture, but did not remember the number to it, this is still a mistake.

**LOOK HOW MANY SCORES
YOU GOT FOR THIS GAME.**



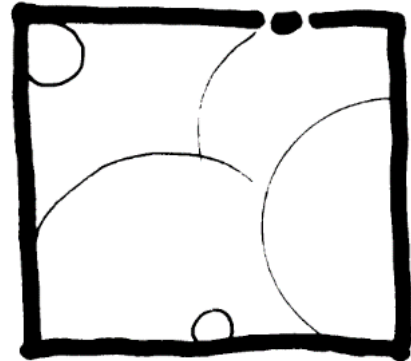
Game 16

Remember the three-digit numbers from game 11.

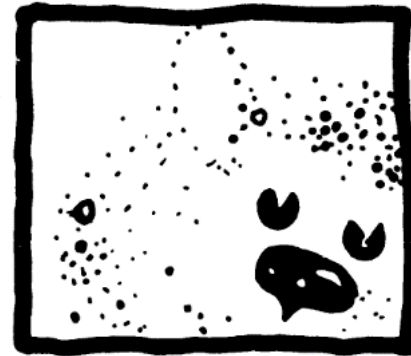
The plots of pictures that you came up with numbers will help you do this. Try to imagine these pictures in front of you again.

HOW DO YOU RECEIVE?

I CAN'T PRESENT THE PLOT OF THE PICTURES



THE PLOT OF THE PICTURES I SEE VAGIDLY AS IN THE FOG



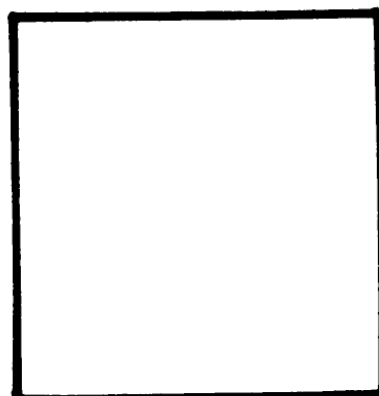
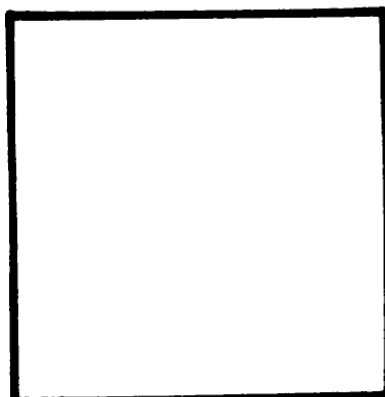
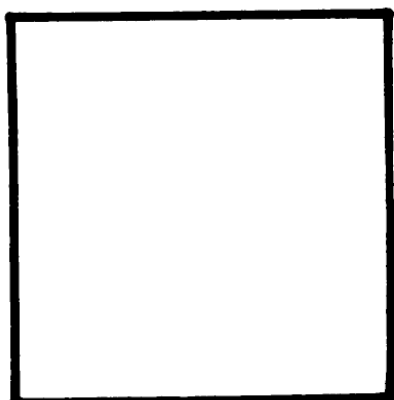
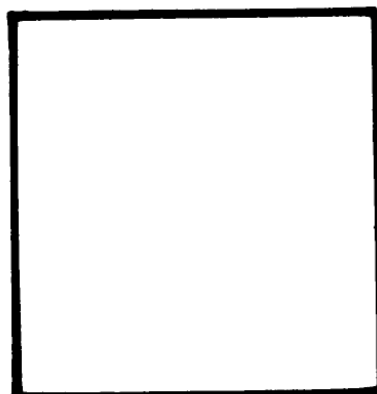
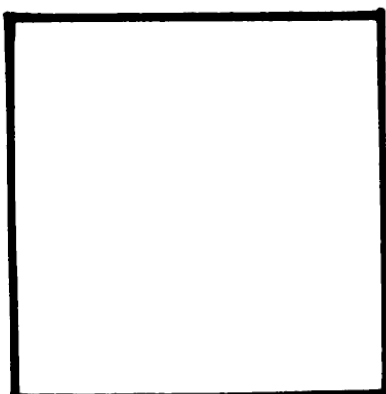
I SEE THE PLOT OF THE PICTURES BRIGHTLY

I SEE PLOT PICTURES
BRIGHTLY, AS IN REALITY

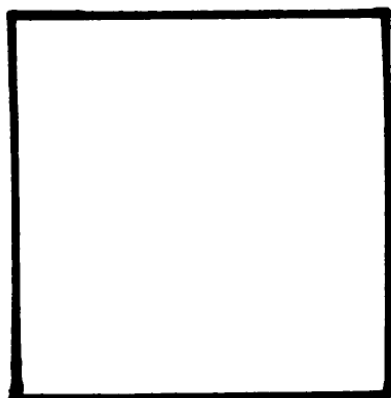


Draw these pictures and numbers in empty cells.

781



LOOK HOW MANY SCORES YOU GOT FOR THIS GAME.



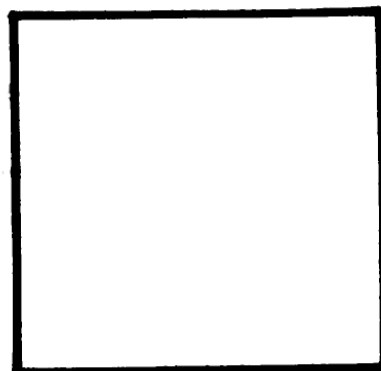
No mistakes - 10 points

1-2 errors - 8 points

3-4 errors - 5 points

5-6 errors - 3 points

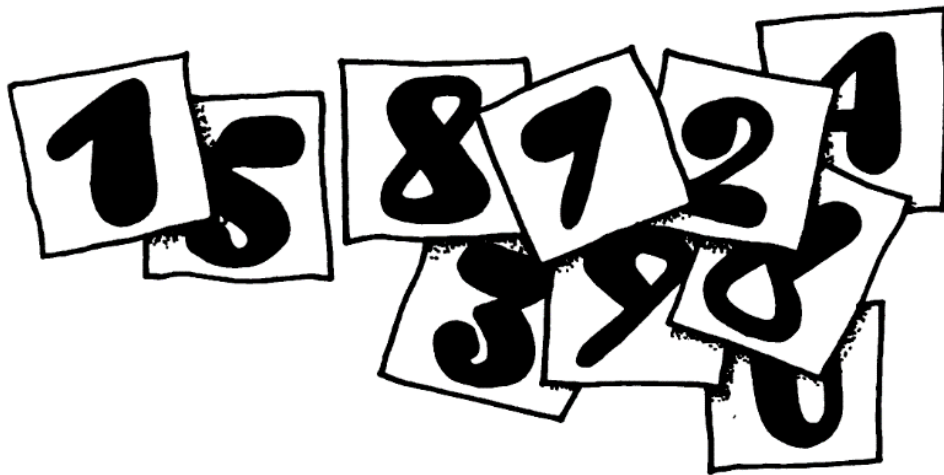
7-8 errors - 1 point



Game 17

You see numbers from 0 to 9. The same number can be pleasant or unpleasant, sad or funny. It depends on what memories of your life it is associated with.

Look carefully at the numbers and write them in empty squares in this order: from the most unpleasant to the most pleasant.

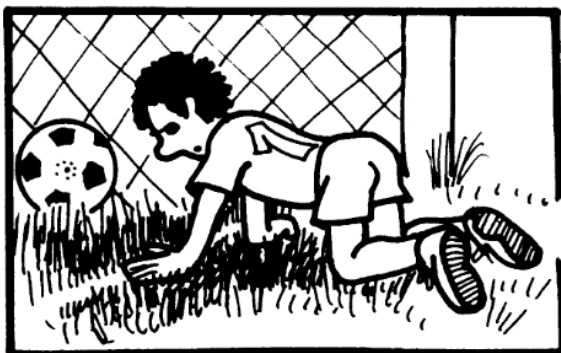


If it's hard to make a conscious choice, make the choice intuitively.

--	--	--	--	--	--	--	--	--	--

THIS IS HOW ALYOSHA DOES IT:

"There are numbers in front of me. The most unpleasant of them is a deuce, because I was always afraid to get it in the lesson. The unit is also unpleasant! played football in a pioneer camp. Under this number, stood on goal and conceded many goals (balls in games). It was very

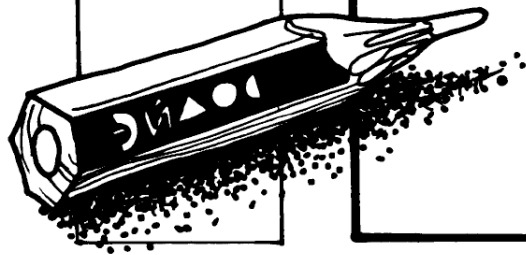
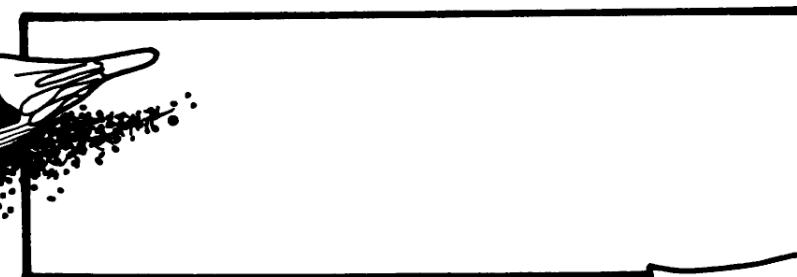
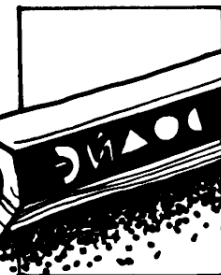
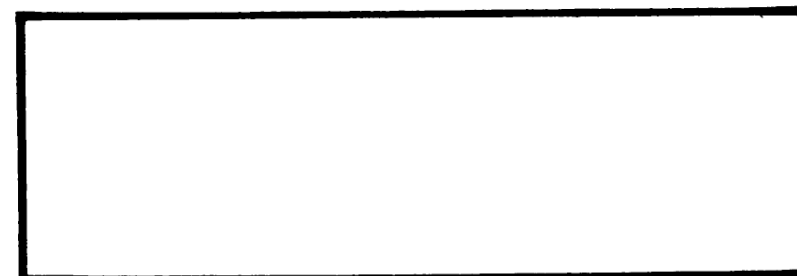
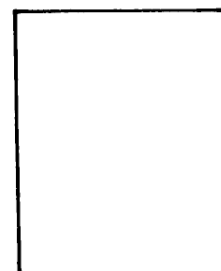
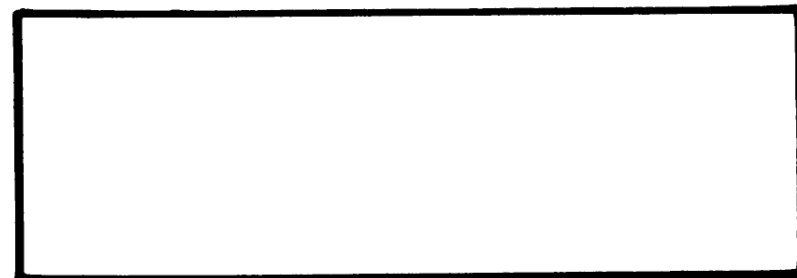
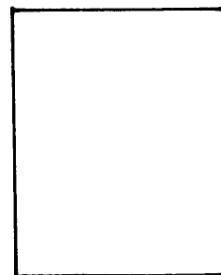
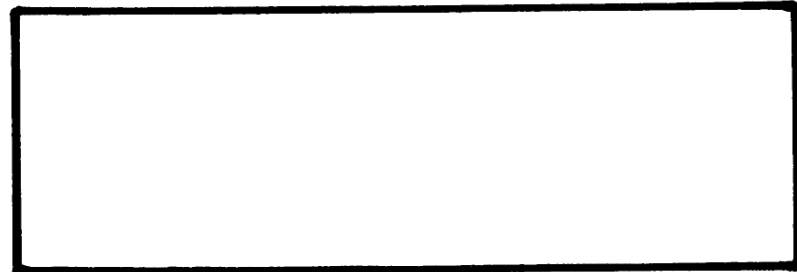
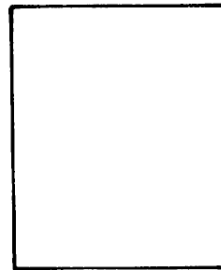
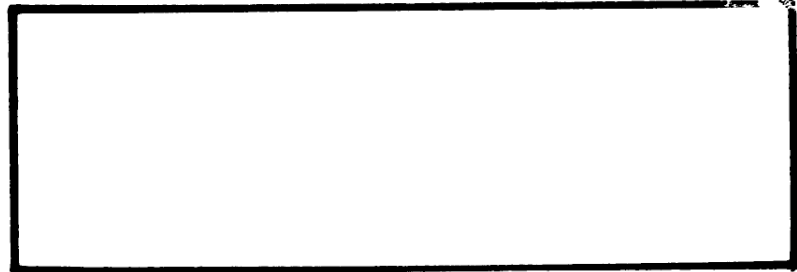
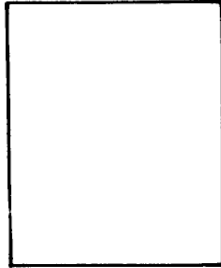
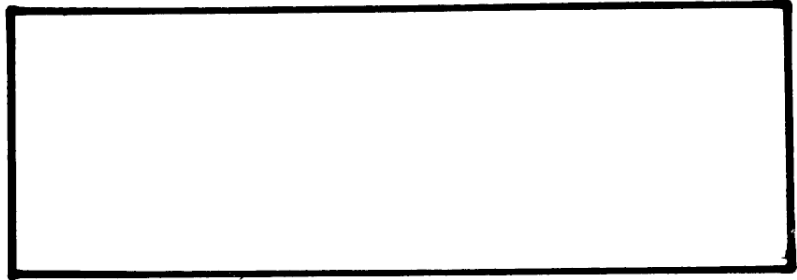
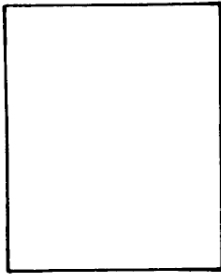


offensive



I go through the numbers further. They are becoming more enjoyable. Finally, the most enjoyable is the seven. I remember how at the age of seven I saw the sea the first time and fell in love with it. ”

On the left in empty cells write the numbers, from top to bottom, in the order in which you selected them on the previous page. On the right, opposite the numbers, draw the unpleasant and pleasant events of your life. If you can't draw, describe in words.



LOOK HOW MANY SCORES YOU GOT FOR THIS GAME

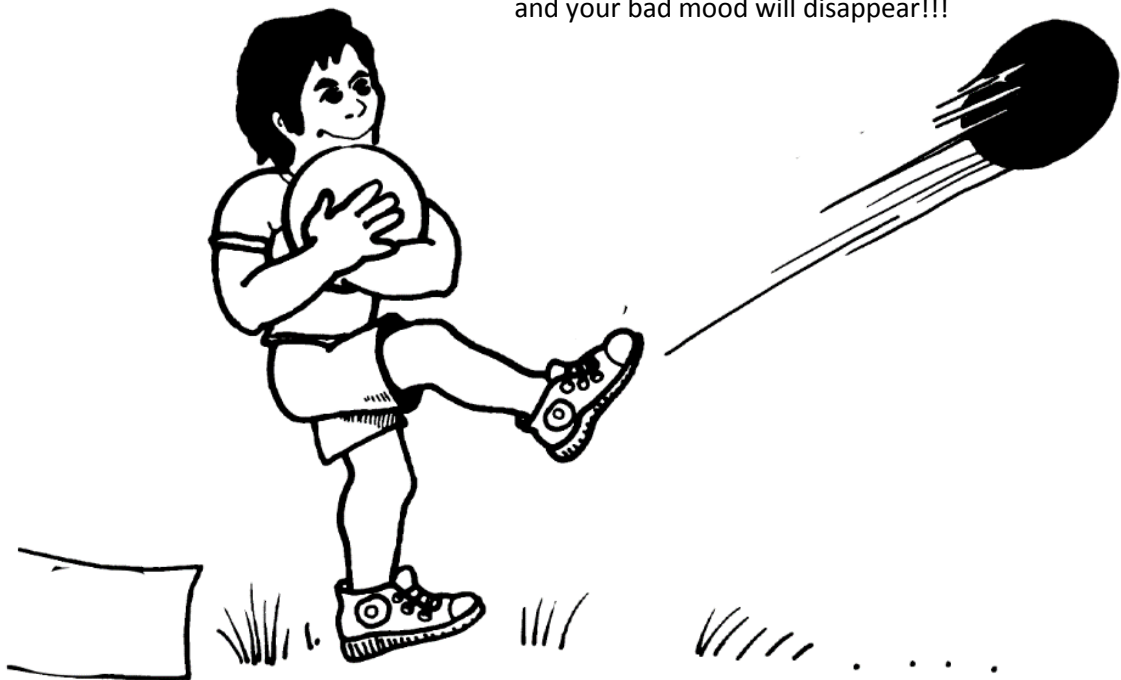
i remember nothing from my own
life - 1 point

I remember something
from my life, but
vaguely – 5 POINTS

SOME NUMBERS appear
MEMORIES, SOME NO - 8 POINTS

I easily remember pleasant
and unpleasant events of my
life for all numbers - 10 points

When it is hard on your soul, put the numbers in the same
order - from the most unpleasant to the most pleasant,
and your bad mood will disappear!!!



Game 18

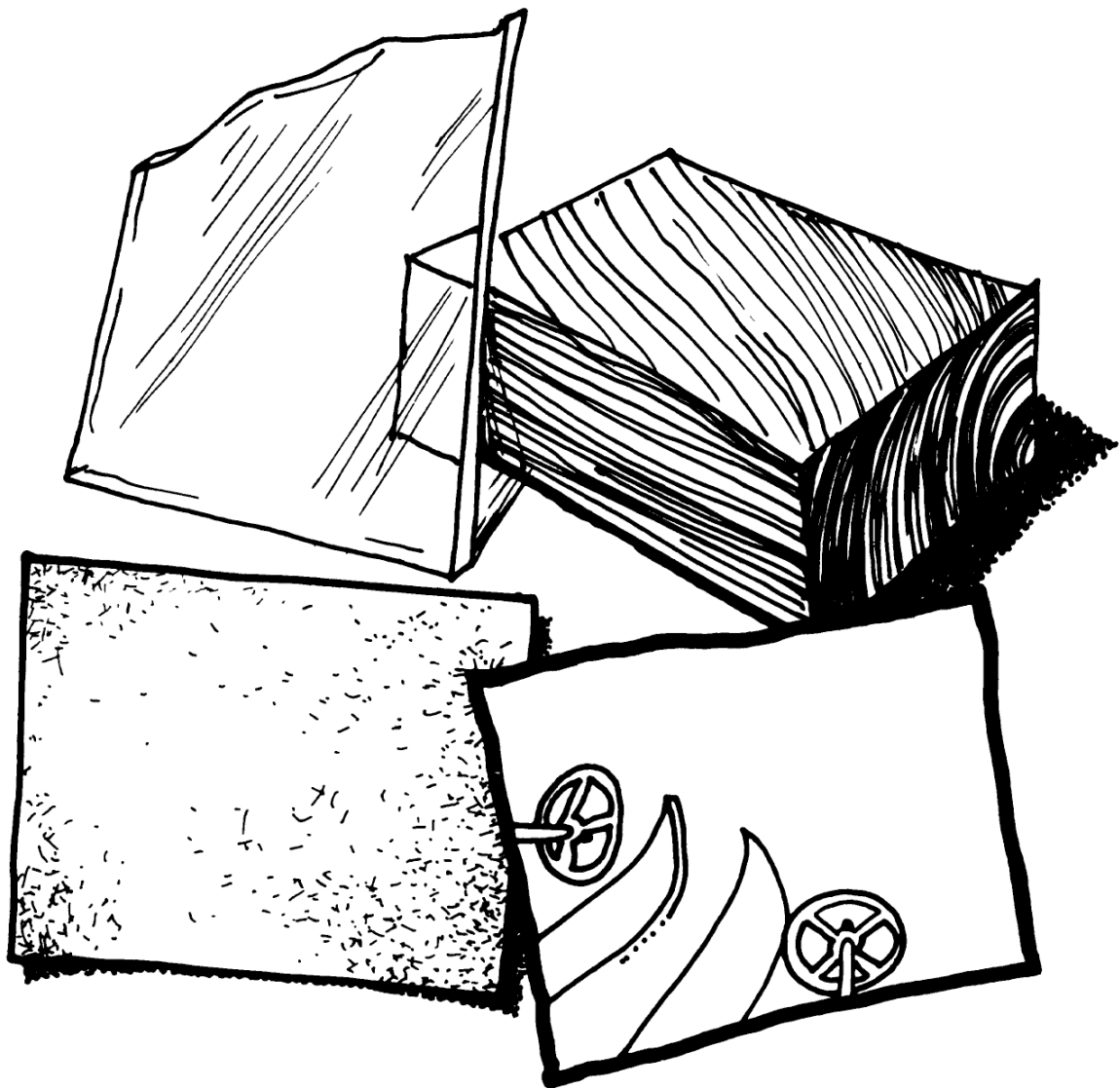
Remember your tactile sensations from touching numbers in game 12.

What numbers are cut out on glass ...?

What kind of tree ...?

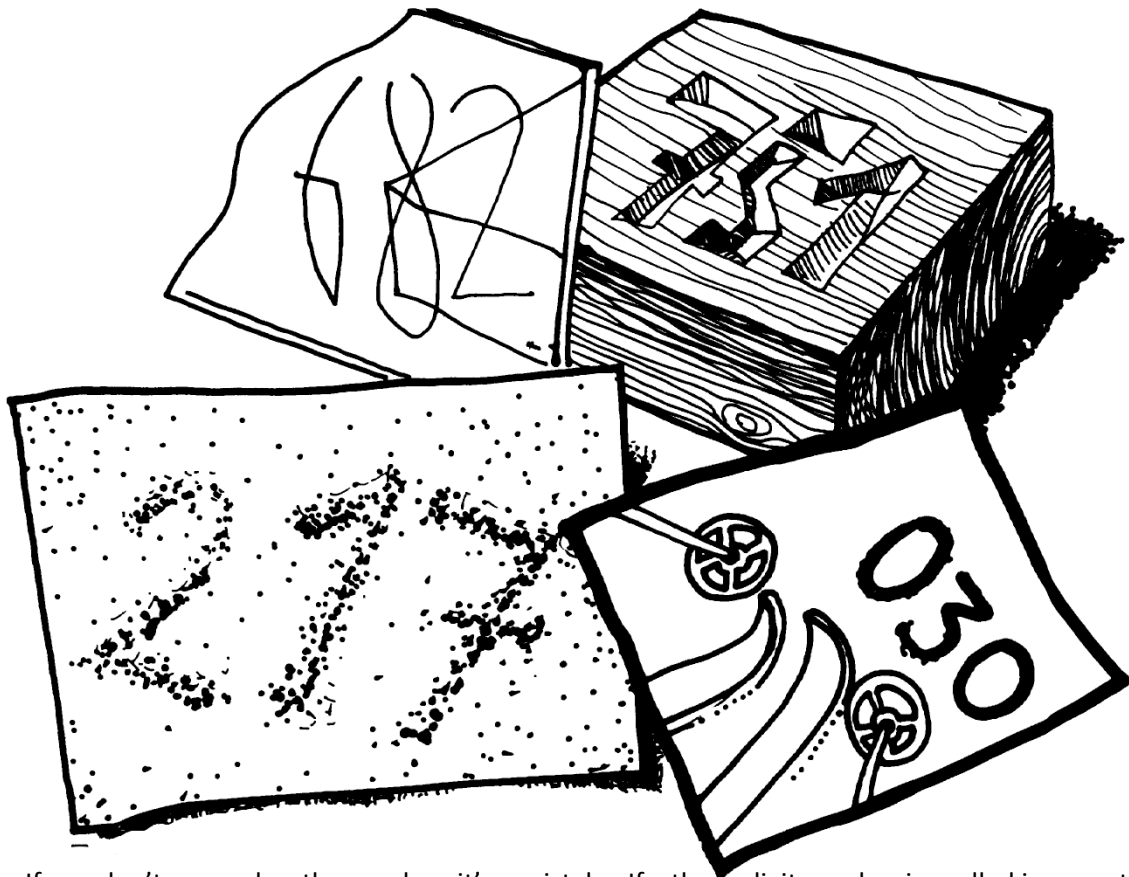
Which are painted in the snow ...?

Which are painted in the sand ...?



Write these numbers. Compare your answer with the answer in book 12 and count the number of errors.

Here's the right answer:



If you don't remember the number, it's a mistake. If a three-digit number is spelled incorrectly - this is also a mistake.

LOOK HOW MANY SCORES YOU GOT FOR THIS GAME

NO MISTAKES – 10 points	
1-2 MISTAKES – 8 points 3 MISTAKES – 5 points	
4 MISTAKES – 3 points	

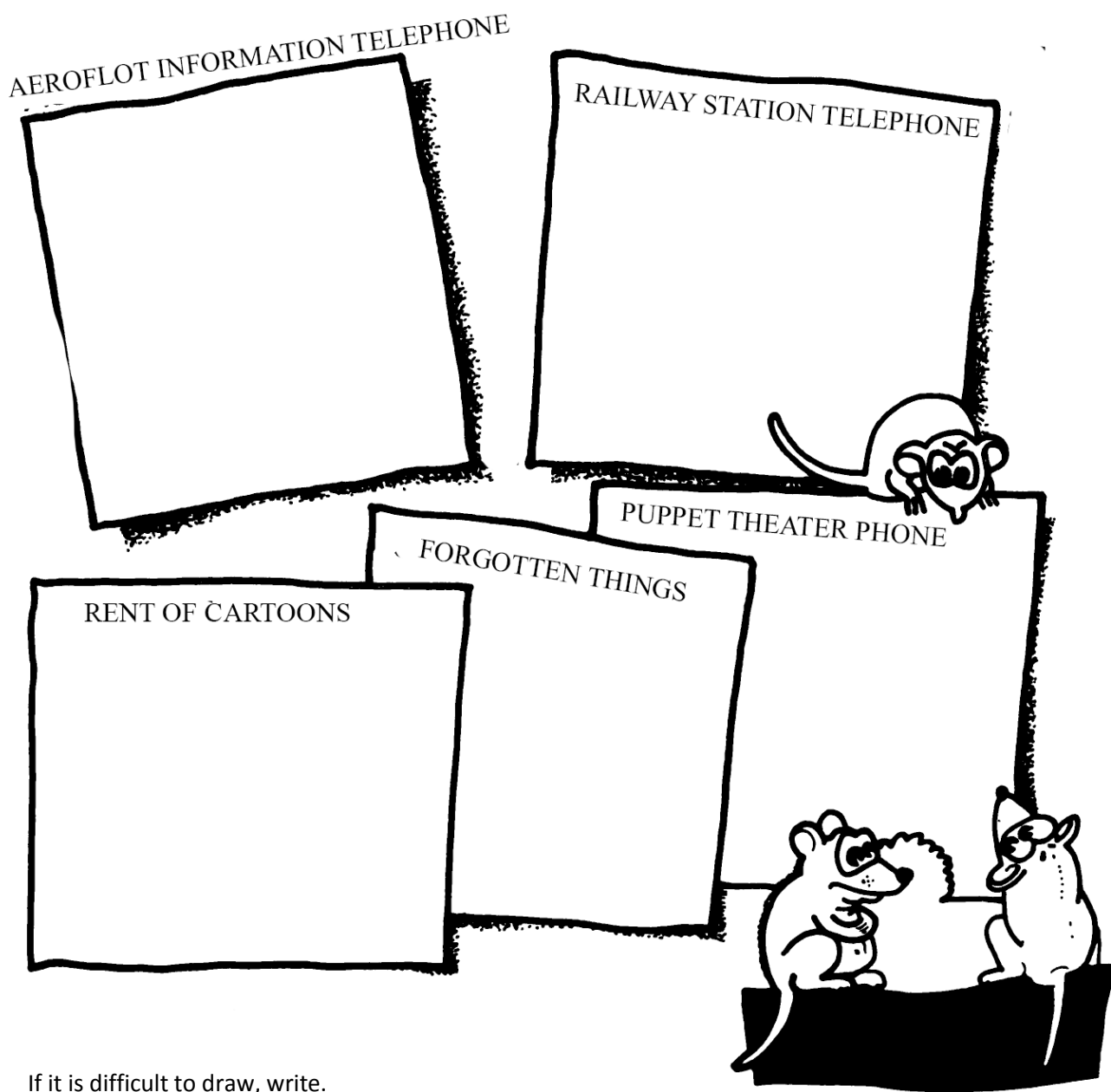
Game 19

Remember what phone numbers you remembered when you came up with the movie plots in game 13 for them; what phone numbers did IRA and ALYOSHA remember?

Draw these stories and phones in empty cells. Compare your answer with the answer in game 13 and calculate your mistakes.

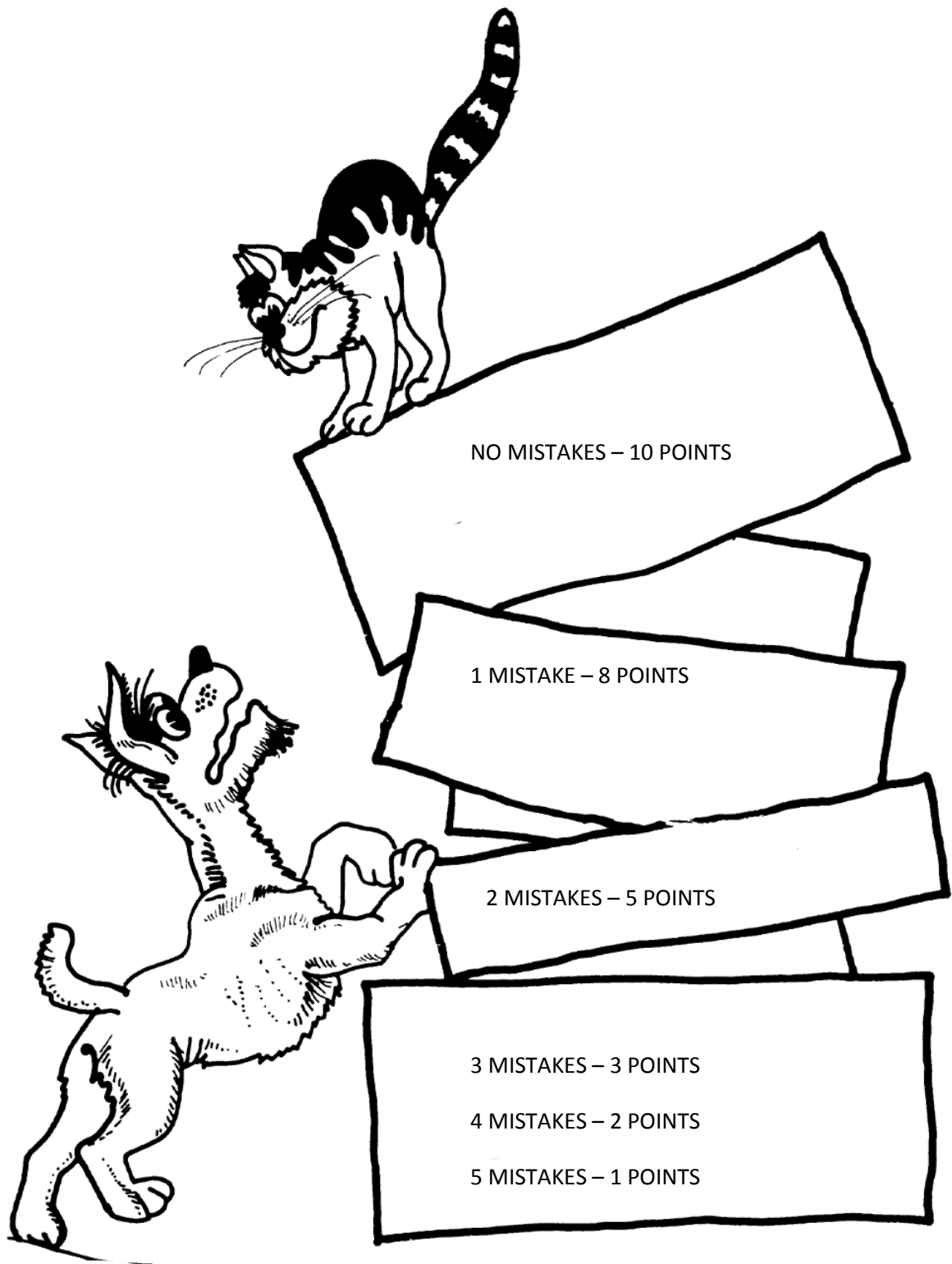
If the cell is empty, you did not remember the plot and the phone - this is a mistake.

If you remember incorrectly - this is also a mistake.



If it is difficult to draw, write.

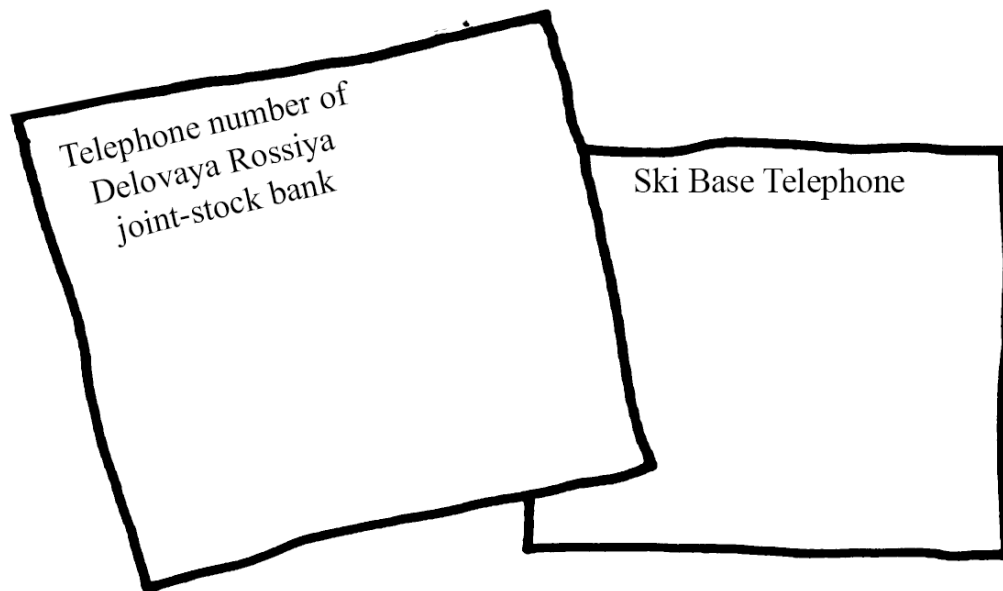
LOOK HOW MANY SCORES YOU GOT FOR THIS GAME



Game 20

Remember how you came up and painted the faces and figures of people using the numbers of phone numbers in game 14; as IRA and ALYOSHA invented and painted. Draw in the empty cells what you remembered. If it's hard to draw, describe in words.



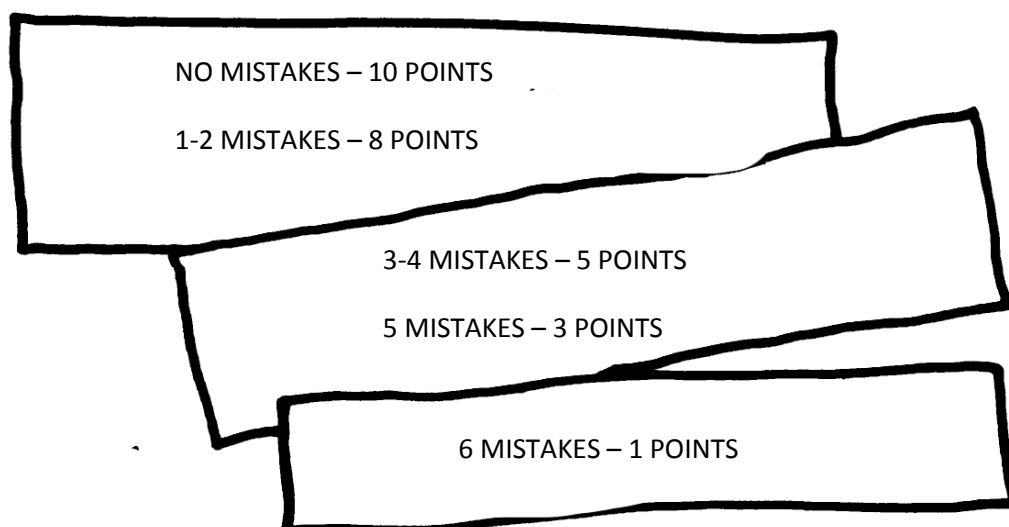


Compare your answer with the answer in game 14. Count your mistakes.

If you do not remember the phone number or picture - this is a mistake.

If you remember incorrectly - this is also a mistake.

LOOK HOW MANY SCORES YOU GOT FOR THIS GAME



Game 21

In this game you have to memorize a large series of numbers.

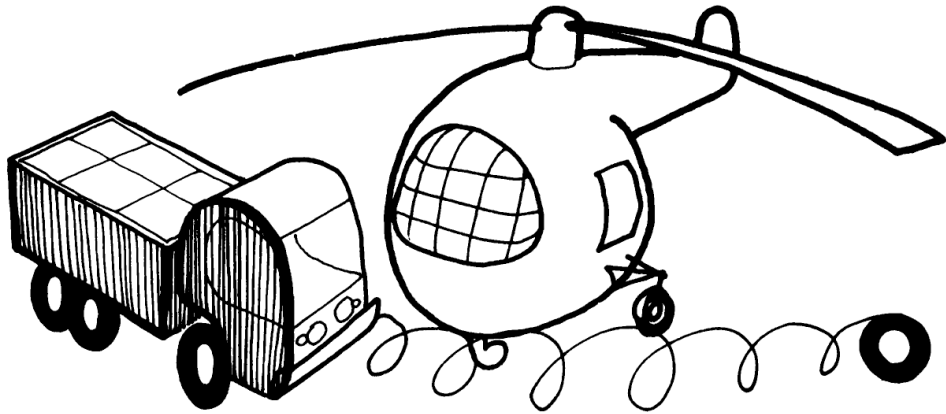
It will be easier for you to cope with the game if you look at how ALYOSHA does it:

"I was given to remember the number

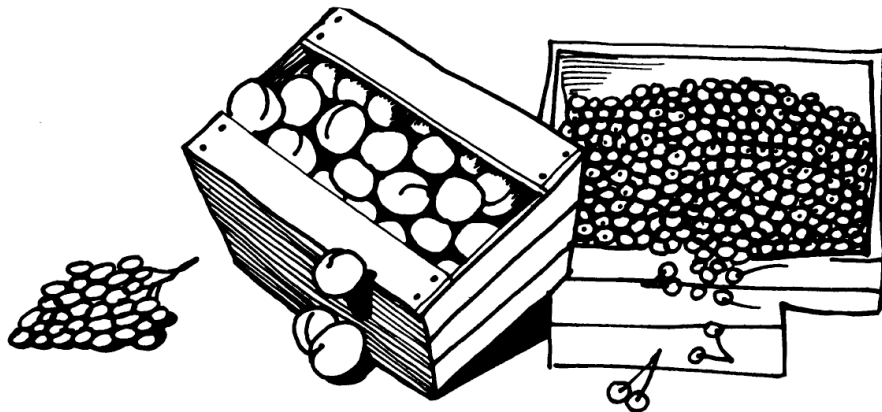
560832132197041750

I break the number into triples and come up with the plot of the film for them.

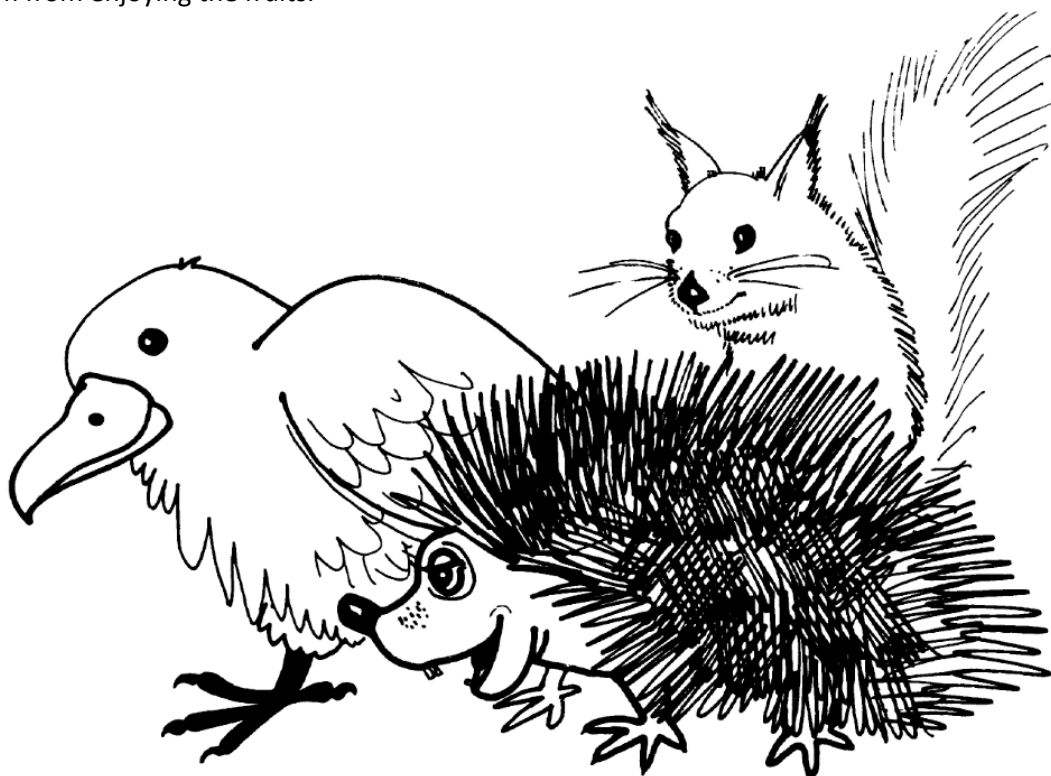
Car 5 drives up to helicopter 6. Wheel 0 falls off from the car.



Boxes of fruit fell out of the car body: 8 - ripe grapes, 3 - delicious peaches, 2 - sweet cherries.



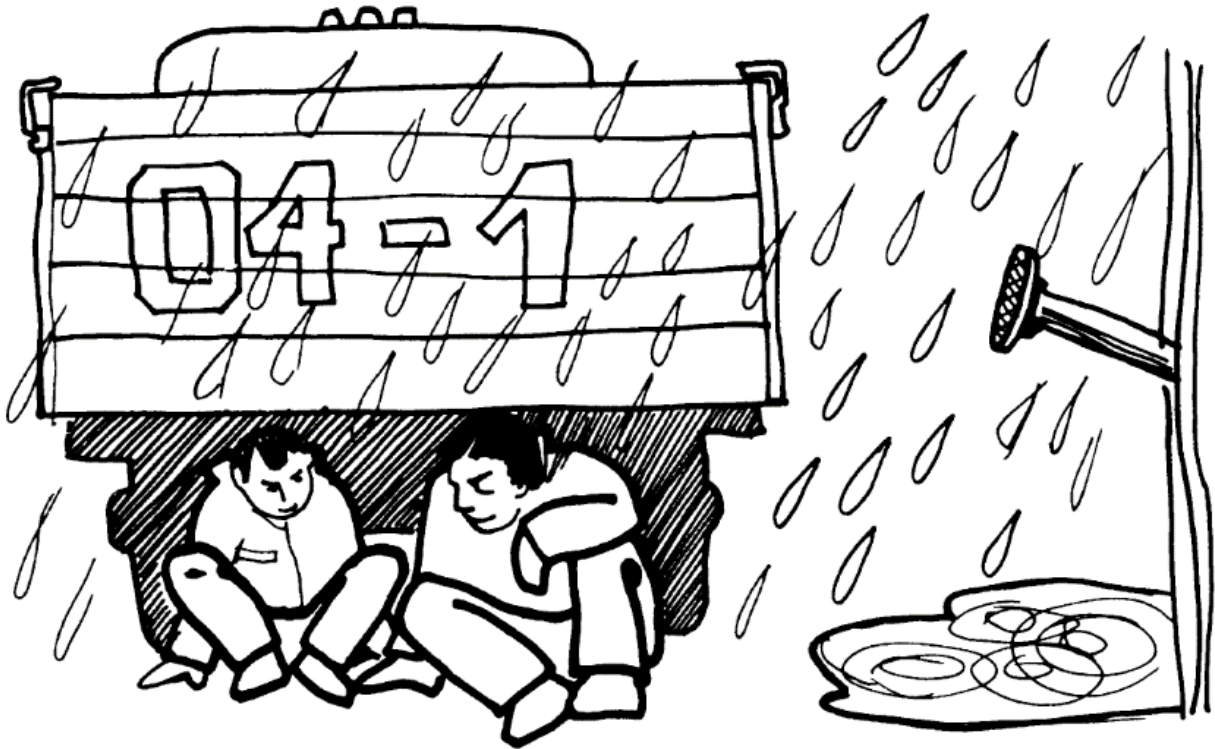
Somebody came to the fruits from the forest: hedgehog - 1, crow - 3, squirrel - 2, but people prevented them from enjoying the fruits.



197 A thin driver - 1, a pilot with lush hair - 9 and a flight mechanic in a cap - 7 began to collect scattered boxes of fruit.



The weather deteriorates, it rains - 0; I feel wet clothes sticking to my body. Everyone is hiding under a wooden car body - 4. A mechanic caught on a nail - 1 and the jacket cracked.



750 I recall how at 7 years old I also came under the rain. Then I ran barefoot through the puddles, imagining that I am a car - 5. The spray flew from under my feet - 0 ...



I see this movie on the screen, and I feel the episodes as in reality. If the plot is interesting and unexpected, then it is easy to remember."

Remember the number, using your experience from previous games. Think up a plot of the film and try to see it both on the screen or as in reality.

There is a series of numbers in front of you

325017924281607804

You already know how to memorize numbers from previous games.

It will be easier for you to cope by breaking the number into a series of numbers of three digits in each.

When memorizing the first series, you can use the similarity of numbers with objects, as in games 2, 10, 11.

When memorizing the second three, you can use tastes, as in game 7.

When memorizing the third three, use the descent numbers of animal characters, as in game 8.

When memorizing the fourth three use similarity of numbers with friends and acquaintances, as in game 3.

When memorizing the fifth three, use the similarity in numbers with tactile messages, like in a game 12.

When memorizing the sixth three, use your autobiographical memories like in a game 17.

The order of the ways you use when memorizing each three digits, you can swap at will.

Try to put these little stories together in one interesting plot.

Your plot may be similar to Alyoshin. But it is better if the plot is completely new and unusual!!!

Write three numbers on the left, and on the right write or describe in words the story that you invented, remembering the numbers.

The image contains seven hand-drawn rectangular boxes, each with a thick black border. The boxes are arranged in a scattered, overlapping fashion. The top-left box is the largest and contains the number '325' in its top-left corner. To its right is a smaller box. Below the top-left box is another box. To the right of that is a box. Below that is a box. To the right of that is a box. Below that is a box. The boxes are intended for a writing exercise where numbers are written on the left and stories are written on the right.

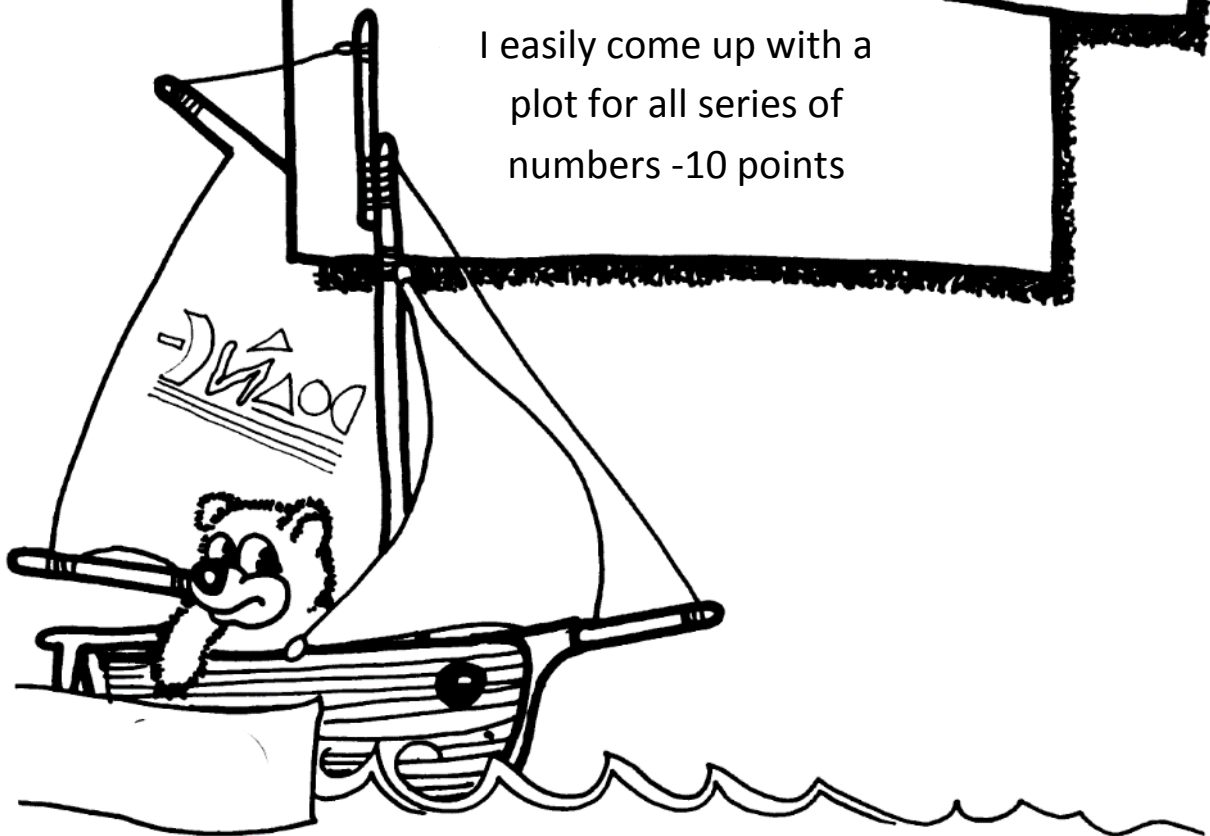
see how many points you got for this game.

I break the number into a series of three-digit numbers and ...

I can't come up with a
movie plot for them - 1
point

I can come up with a plot
for some, for some I can
not - 5 points

I easily come up with a
plot for all series of
numbers -10 points

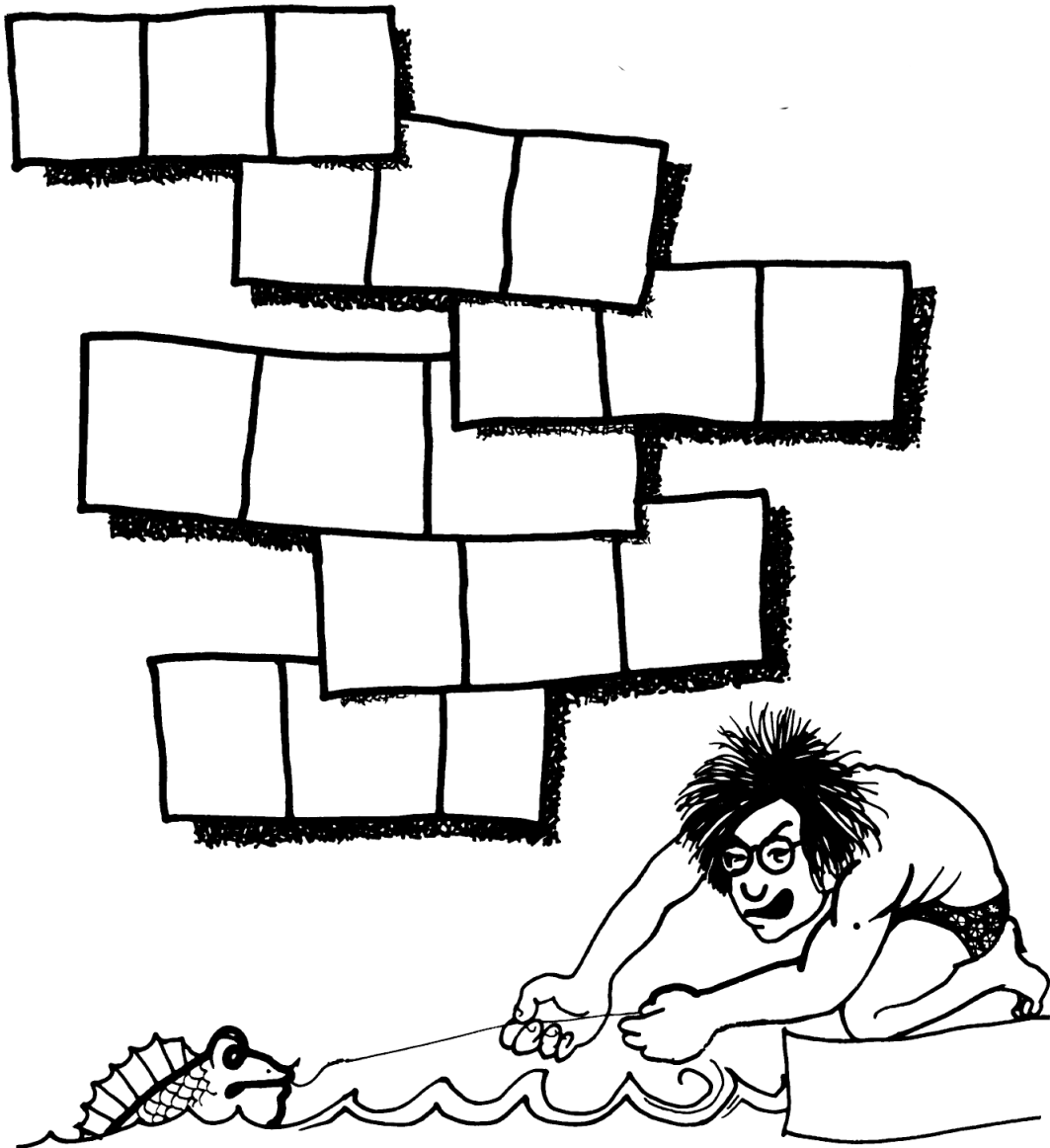


Game 22

Remember what numbers ALYOSHA remembered in game 21. It will be easier for you to do this if you see his story as a movie on the screen or see it in reality.

Write this row of numbers in empty cells.

Compare it with the numbers in game 21 and count your mistakes.



the absence of a figure is a mistake, the figure is out of place - also a mistake.

See how many points you got for this game

No mistakes - 10 points
1-2 errors - 9 points



3-4 errors - 8 points
5-6 errors - 7 points



7-8 errors - 6 points
9-10 errors - 5 points

11-12 errors - 4 points
13-14 errors - 3 points
15-16 errors - 2 points
17-18 errors - 1 point

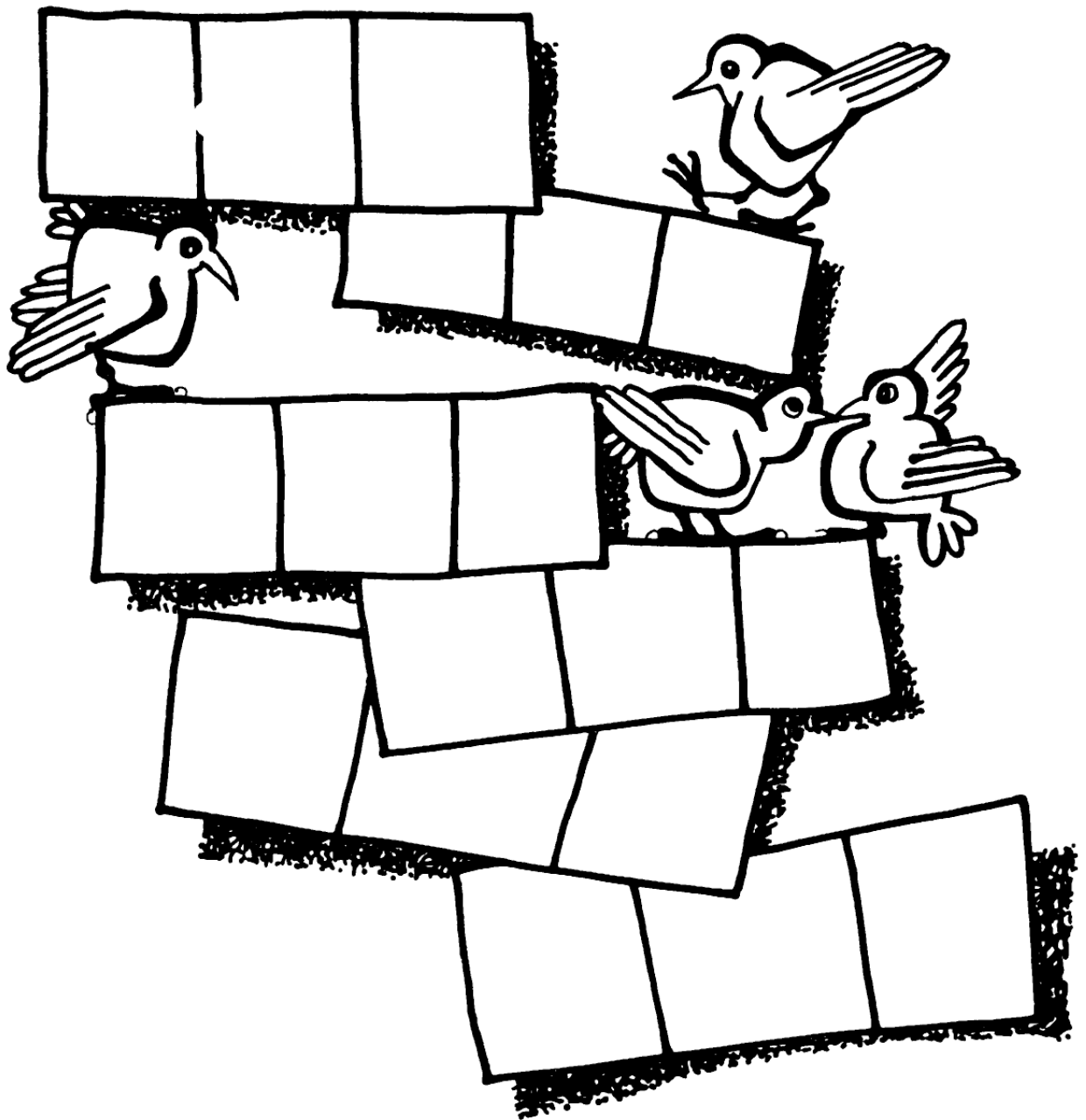
Game 23

Remember what numbers you remembered in game 21. It will be easier for you to do this if you see your story like a movie on the screen or see it in reality.

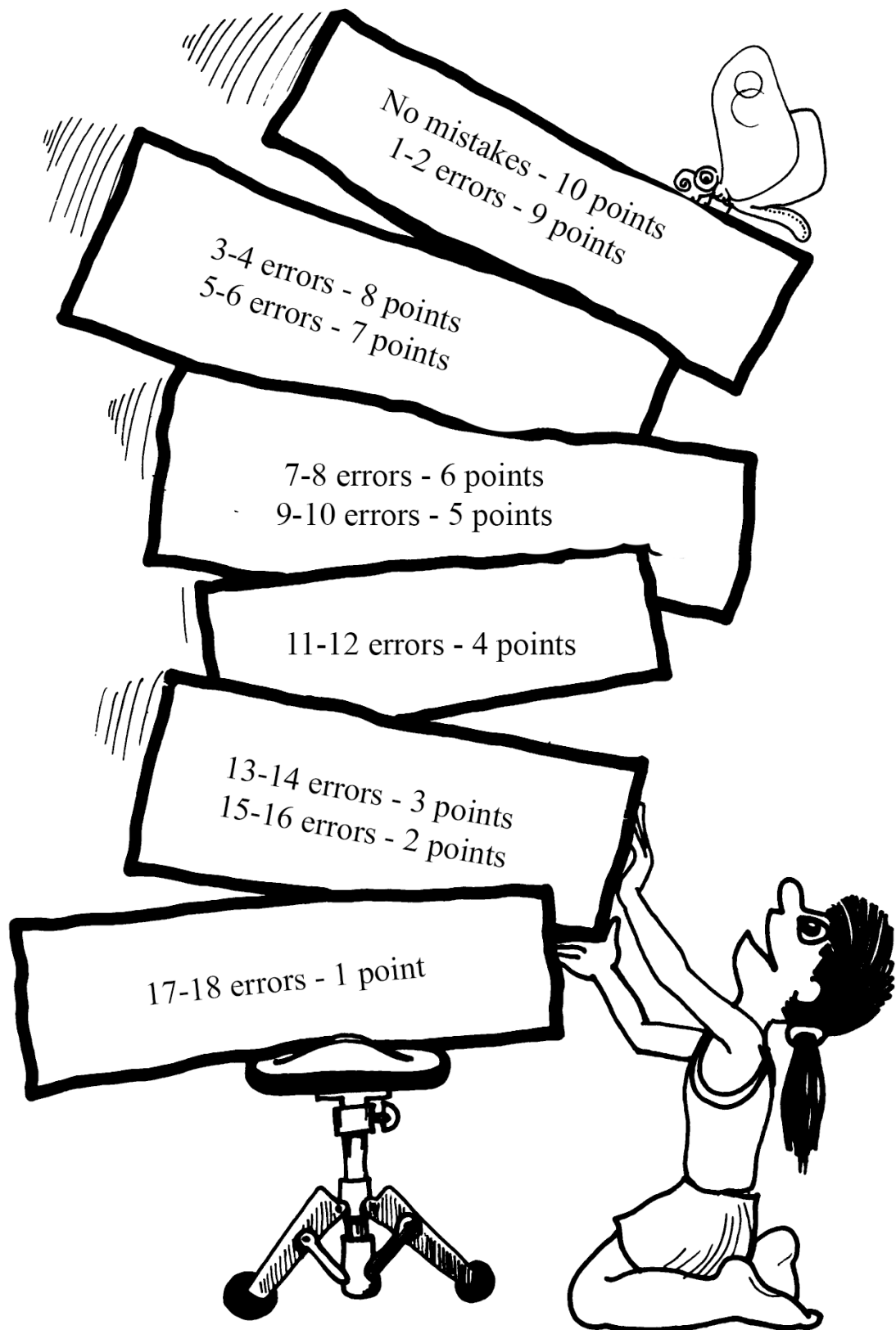
Write this row of numbers in empty cells.

Compare it with the numbers in game 21 and count your mistakes.

The absence of a digit is a mistake, a digit is not in its place - also a mistake.



See how many points you got for this game



SO, YOU'RE FINISHED TO PLAY. BY FOLDING THE SCORES YOU RECEIVED FOR EVERY GAME, YOU CAN LEARN IF YOU HAVE GOOD MEMORY.

From 23 to 83 points - Do not worry. Play these games again and you will definitely improve your memory by numbers

From 84 to 149 points - You have normal memory on numbers. Pay attention to the mistakes made and play more

From 150 to 213 points - You have a good memory for numbers

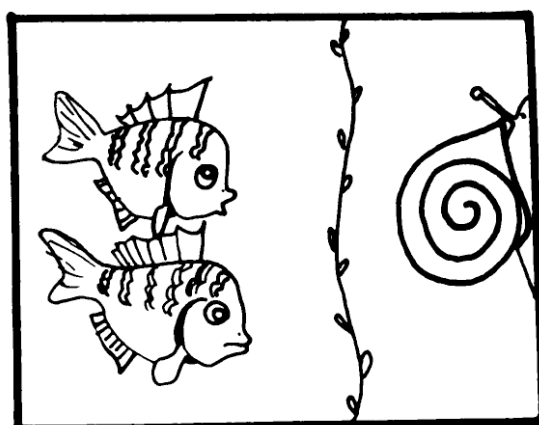
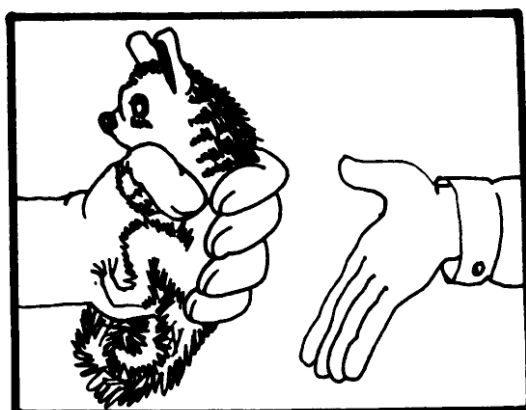
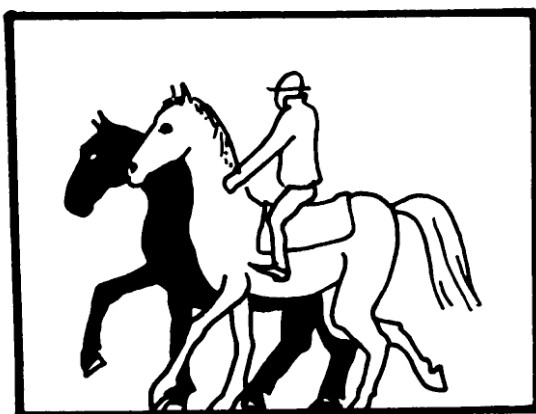
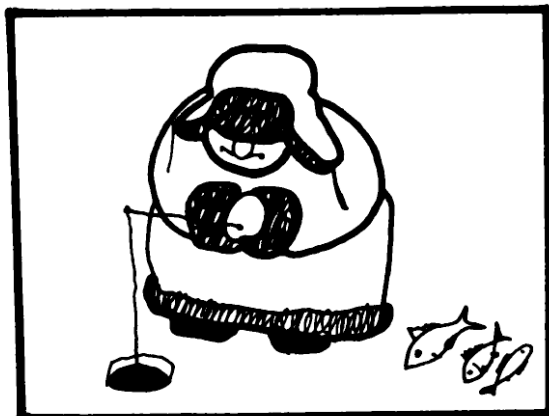
From 214 to 230 points - Congratulations, you have a great memory for numbers.



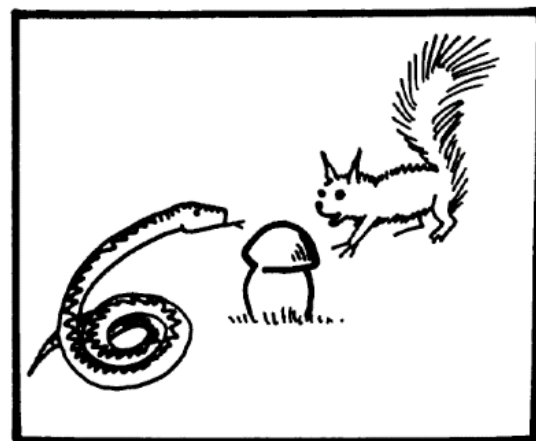
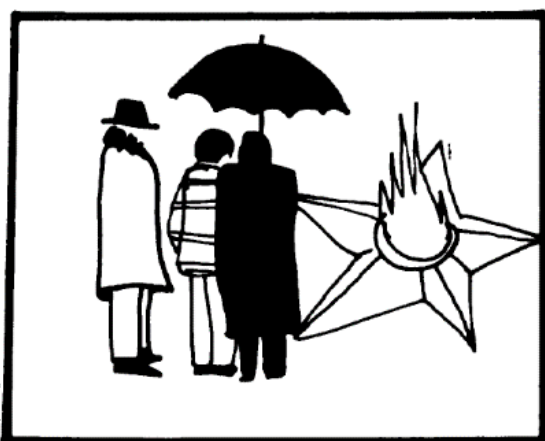
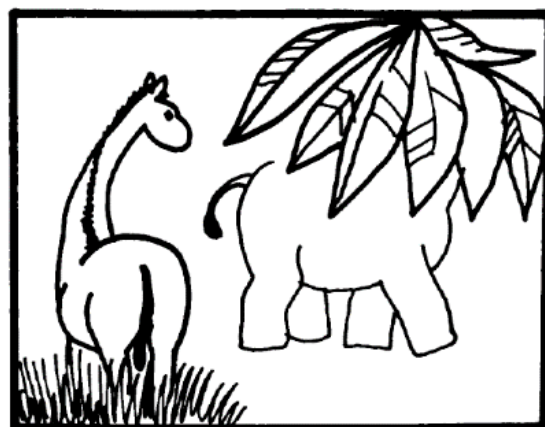
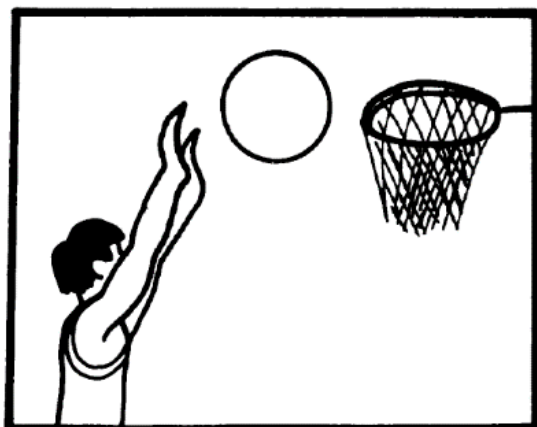
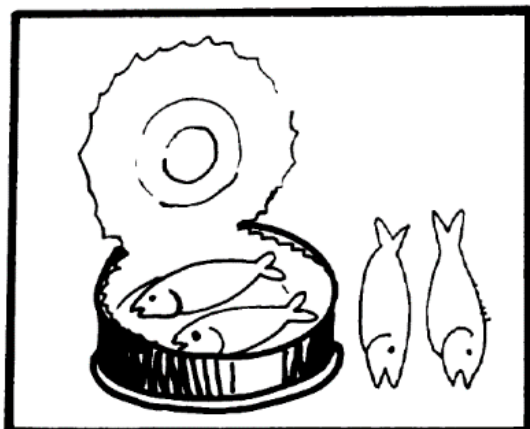
Play again. A three-digit number is encrypted in each of these pictures. Find it.

597 801 021

216 083 281



682 100 187 315 822 647



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Interesting books are offered to your attention. Their authors managed to create a surprisingly simple and highly effective system for the development of figurative memory, easily accessible to people of different age groups and various educational and cultural levels.

The books of I. Yu. Matyugin are fascinating and useful not only for children and their parents, but also for teachers and psychologists.

Doctor of Psychological Sciences E. G. Simernitskaya.

Igor Yuryevich Matyugin, Irina Konstantinovna Rybnikova

REMEMBERING NUMBERS B

Book on the development of children`s figurative memory

Editor E.I. Chakaberia

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Signed for printing with finished transparencies 07/22/93.

Format 60x90 1/16 Offset printing. Conventional printed sheet 5. The edition of 30,000 copies.

Order 37284.

Printing house of JSC Young Guard.

JSC address: 103030, Moscow, Sushevskaya st, 21.

I. Yu. Matyugin, I. K. Rybnikova 1993. O Design "Eidos ". 1993.



EIDOS CENTER

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4940390.4942290

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