

**GAMES AND EXERCISES IN THE FORM OF GAMES  
USED IN THERAPY AND THE DEVELOPMENT  
OF NEUROPSYCHOLOGICAL AND COGNITIVE PROCESSES  
OF DYSLEXIC AND DYSGRAPHIC CHILDREN**

Silviana Chișu\*  
"Mihai Eminescu" High School  
Romania

*Abstract*

*In this study, we intend to prove that the use of game-teaching as a therapeutic and teaching method is an essential aid in the acquisition and consolidation of knowledge and it develops the neuropsychological and cognitive processes which are necessary in the acquisition of writing-reading. We started from the idea that games are a supplementary source of activating the motivational resources necessary for any learning activity. Games or game-exercises are a modern approach in dyslexia therapy. Our study presents the advantages of using game-exercises in the therapy of writing-reading disorders. Game-exercises also contribute to the development of language, of analysis and synthesis capacity, of observational skills, of the capacity to make comparisons, abstractions and generalizations.*

*Keywords: game-exercises; dyslexia-dysgraphia; therapeutic intervention; neuropsychological and cognitive processes*

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\* specialist speech therapist, "Mihai Eminescu" High School, Cluj-Napoca, Romania; e-mail: [silviana\\_chisu@yahoo.com](mailto:silviana_chisu@yahoo.com)