

SPEECH & LANGUAGE THERAPY DEPARTMENT

Always make sure your child's Speech Therapist has asked you to practice. Check which sounds to practice and which level of difficulty

Activities to help the child use the target sounds at the start/middle/end of words.

ADVICE:

- Colour, cut up, back on card and laminate pictures for durability!
- Objects are better than pictures, if you can collect enough.
- Positive feedback/praise is really important for all attempts (e.g. good try, almost there, that sounded great).
- Go through the words you'll be using in the games to ensure the child is familiar them.
- Use jolly phonics pictures/actions as prompts.

When the child makes the wrong sound:

- Adult should prompt child to have another try - ensure this is as light-hearted as possible. e.g. 'oops, that was (*say word how child said it*), have another try'.
- Say 'did you mean to say that sound?'
- Model correct sound back e.g. 'let's have another go at... (*say word*)'.

Games:

Game: Feel for the picture

Hide the pictures/objects in a bowl of pasta/rice/polystyrene shapes/shredded paper. The child has to say the word when they find it.

Game: Hide and seek

Hide the pictures/objects round the room (make them easy to find!) – once the child finds them they can say the word. Alternatively, the child could hide the pictures, and then name the picture that the adult which one to find!

Game: Posting

Child says the word and posts the picture/object!

Game: Fishing

Fix a paperclip to each picture. Child fishes for the picture (rod with a magnet on the end) and says the word.

Game: Jumping frogs

Place a frog/other jumping toy on top of each picture. When the child names the picture they can try and jump the frog into a box/bucket

Game: Skittles

Place a picture under each skittle. Child bowls the ball and names the pictures under the skittles that fall over.

Game: Throw a beanbag

Place the cards out on the floor upside down. Child throws beanbag onto a picture, then turns over the picture and names it.

Game: Kim's game

Place 6-9 pictures/objects out for the child to look for 1 minute. Then take one away (without the child looking) and the child has to remember which one is missing. On the last go – take them all away and see if the child can remember them all!

Game: Lotto

Two sets of pictures - one set used to make lotto boards of the pictures (6 pictures per board). The other set are turned over in the centre of the table. Take turns to turn over a picture (child names them!) and see if it matches a picture on your lotto board.

Game: Pairs

Two sets of pictures cut up. Put them out face down on the table. Take turns to select two (child names them!). If they are the same, you keep them; if they are different, you put them back. The winner is the one with most pairs!

Game: Colouring

Use black and white versions of the pictures. Ask the child to find a picture to colour-the child has to name the picture before they can colour it.

Game: Musical Islands

Place pieces of paper in a circle on the floor (each piece of paper must be large enough for child to stand on) – underneath each piece of paper, place a picture. Put some music on and let the child march round the circle. When the music stops, ask them to find the picture under the piece of paper they have landed on. Each time the child says the word correctly, let them keep the picture.

Game: shopping

Put the words/objects out on a table like a shop – or you could collect objects that begin with the sound. Take it in turns to be the shop keeper. The idea of the game is for you and the child to 'buy' different objects/pictures from the shop by asking for them.

Game: Snap

Have 2-3 copies of each picture. Divide them equally between you and the child. Play the game of 'snap', but as you place each card down, name the picture.

Game: Stepping Stones

Draw some paper stepping stones and place them across the room. Place a picture under each stepping stone. Your child has to jump on the stepping stones until you tell them to stop. Then they can tell you what picture is under the stepping stone they are on.

Game: pass the bag

Put the pictures/objects in a bag. Pass it round the circle as you play music/sing a song. When it stops, the person who has the bag takes out an object/picture and names it.