



GAMES FOR SPEECH SOUNDS

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Games for practising single sounds or single words – suitable for groups or individuals:

Before children can use a sound in words they must be able to produce it easily on its own. Let the child watch how you make the sound. Using a mirror can be helpful. Play repetitive games such as the ones described below. The aim of these games is to help develop speech sounds but it is also important that they are fun for both you and the child!

Treasure Hunt

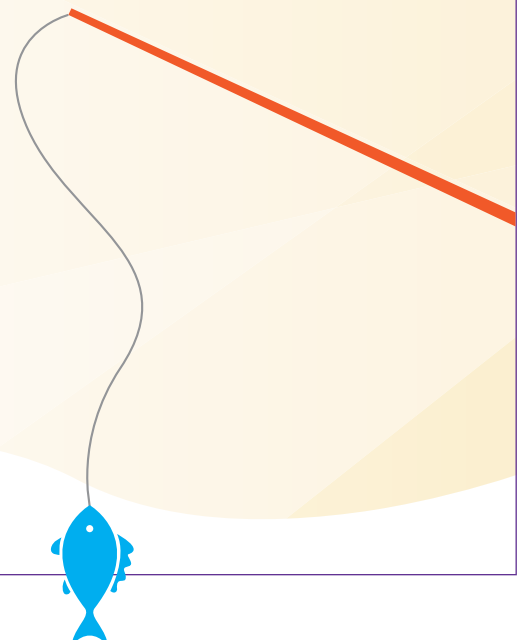
Place the sound cards facing upwards on the table. Place small counters or pennies under a random selection of cards whilst players (child/parent etc) have their eyes closed. Players take it in turns to name and turn over the card they think the 'treasure' is under. The winner is the one with the most treasure when all the cards have been chosen.

You can also hide the target sound or word pictures round the room or garden for the child to label each time they find one!



Fishing

Stick, string and a magnet can be made into a "fishing rod". A paperclip can then be attached to sound or word cards for the child to catch with the fishing rod! Alternatively, there are magnetic fishing games available to buy. The child can label the sound/word each time they catch one or, if they are practising phrases, say 'I caught a...' or 'I got a....'





Lotto

Players are each given a lotto base card. Small cards are mixed up and placed on the table between the players. As each person selects a card, they must say the sound chosen and then give it to the person with the matching lotto base. At the end of the game players must say all the cards on their board (ie repetitions). Lottos can also be used individually as a matching task or for the child to request the cards they want.

Post Box

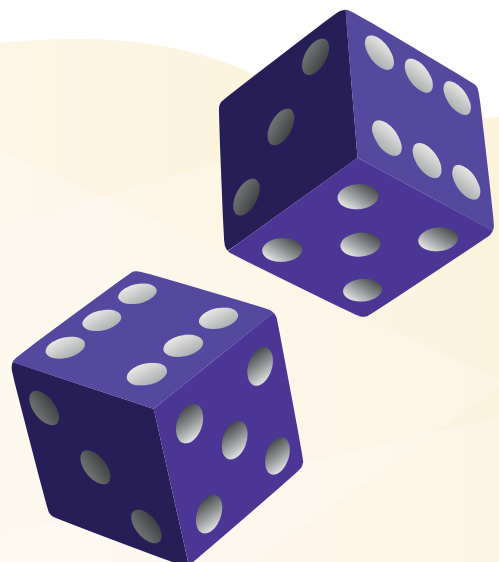
A post box can be made with a small box, eg shoe box, by cutting a posting hole and covering with fun paper if you wish! There are a number of variations to this game depending on the target. In its simplest form the players take turns to select a card from a single pile, say the appropriate sound and then post it.

For sequencing work use two piles of cards. Players select a card from each, sequence the two sounds and then post them. To work on strings of sounds, use two piles of cards. Players must pick one from each pile and say the two sounds before posting them.



Counters and Dice

Players take turns to throw the dice and say the sound/word that number of times. Alternatively, you could make a game board eg a track with pictures of the target sound/word in each box. Roll the dice and move their counter that number of spaces, saying each sound as they go along. The counter could be small figures, blocks, stones or even sweets!





Games for generalising speech sounds:

Guess what I've got?

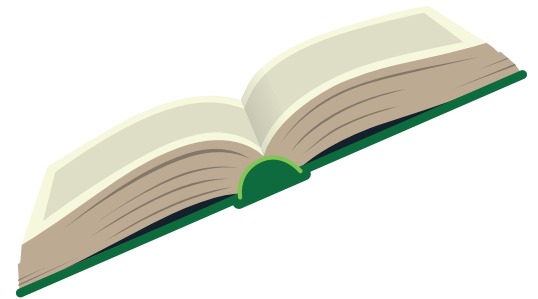
Select some pictures with the target sound and ones that do not, approximately 10 in total, and place them face down in a pile. Take it in turns to pick one up and describe what is on the picture. Do not let the other person see what is on your picture.

The aim is for the child to realise that they have a word with the target sound and remember to use the sound in their description of the picture.



Reading

- Ask the child to read from a book and try to remember to use the new sound when it occurs. If necessary you could underline the target sound in pencil to remind them.
- You read / tell a short story to the child and prompt them that you might make some 'mistakes' with words that have the target sound.



I went to market and bought a

Each person takes it in turns to repeat the above phrase and add on another item of shopping until you can't remember all of the items.





You choose items that have the target sound; the child can choose any. If additional help is needed with memory skills, you could have a collection of pictures in front of you both to act as a visual reminder.

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Descriptions

Ask the child to describe a simple activity, for example:

-  Making a sandwich / cup of tea
-  Journey to school
-  Having a bath
-  Playing their favourite game





Re-telling a story

Tell the child a short simple story – such as “Goldilocks and the Three Bears” or an unknown one from a book. See if they can re-tell the story to you.

Special word/s

Home environment: choose up to three words that have the target sound - choose words that the child will use fairly often in the course of the day, such as a family member's name etc. Tell the child that they have to try and remember to use the target sound when they say the word/s during that day. You could use the same or different words from day to day depending on how confident they are at remembering and saying them.

School environment: choose a small selection of words that have the target sound. These can be from the curriculum or class members' names etc. Tell the child that they have to see if they can remember to use the target sound either during the lesson, morning or day depending on their confidence.



John

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Jigsaw

Jelly

