

## SPEECH GAMES

### Developing Sounds in Isolation

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. REMEMBER the aim of these games is to help develop speech sounds but the most important thing is that they should be FUN for both you and the child and should be played in a relaxed atmosphere.

- **Treasure Hunt**

*Materials:* Small counters. Word cards.

*Procedure:* Place the sound cards face upwards on the table. Place small counters 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.

- **Fishing**

*Materials:* Cardboard "pond" or floor space for a "pond". Stick, string and magnet made into a "fishing rod". Small sound cards with a large paper clip on each one.

*Procedure:* Child "fishes" a card out of the pond and says each sound "caught".

- **Post Box**

*Materials:* Covered shoe box with slot. small cards.

*Procedure:* 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: Have two piles of cards, players must pick one from each pile and say the two sounds before posting.

- **Counters and Dice**

*Materials:* A counter for each player, a dice, and a game board (e.g. a track with pictures of the target sound in each box), or you can lay out the symbols across the floor.

*Procedure:* Players take turns to throw the dice and move their counter that number of spaces, saying each sound as they go along. The winner is the one who gets to the end of the track first.

- **Lotto**

*Materials:* One lotto board card and eight matching cards

*Procedure:* Players are given a lotto base card each. Matching: 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 (i.e. repetitions).

- **How Many Times**

*Materials:* Numbered dice. Sound cards.

*Procedure:* Player chooses a card and then throws the dice to see how many times the sound has to be repeated. Player "wins" a card when certain numbers are thrown e.g. 5 ~ 6

