



TeachSpeech Games for Parents

TeachSpeech Resources offers packs, designed for parents to use with children, to make learning speech sounds fun!

The activities are recommended for use with children aged three years and above who are able to copy specific speech sounds on their own but are not yet using them regularly, within everyday speech.

Each three-step pack contains activities designed to reinforce a specific sound.

- Step 1. Using the sound at the beginning of single words.
- Step 2. Using the sound at the beginning of these words within short phrases. (Colour + name; Red car. Blue cup)
- Step 3. Using the sound at the beginning of these words within sentences.
 1. Number + colour + name. (Three red cups)
 2. 'Colour + name' and 'colour + name'. (A blue cow and a green castle)

It is important not to move through the three steps too quickly. Once your child can use the sound easily at the beginning of single words, it is time to move on to Step 2. Then, when the words are being used confidently within short phrases, Step 3 can be introduced.

Each pack includes -

1. Picture Cards
2. Say, Roll & Cover Games
3. Domino Games
4. Catch Me Games
5. Dice & Counter Games

It is recommended that the picture cards and games are printed on to card and laminated for durability.

These activities are not designed to replace formal assessment or programmes available from trained speech language therapists.



1. Suggested Picture Card Activities

Hide & Seek.

Aim: Child to find picture cards hidden around the room.

Speech Practice: Name the picture on each card as it is found. (Steps 1 + 2)

Memory Game.

Aim: To find all the pairs of picture cards.

Speech Practice: Name each picture as it is turned over. (Steps 1, 2 + 3)

- Two or more players.
- Print, laminate and cut out two sets of the picture cards.
- Spread cards face down on the table or floor.
- Take turns to turn two cards over, naming each picture.
- When two matching cards are turned over, that player keeps the pair and has another turn.
- Continue until all of the picture pairs are found.
- The player with the most pairs wins.

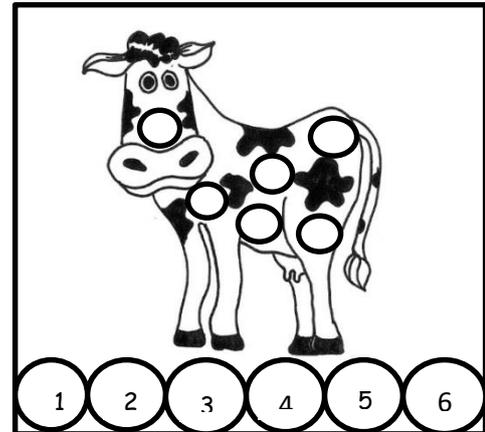
Say, Roll & Cover Game.

Aim: To cover all the numbers on the board.

Speech Practice: Naming pictures at the start of each turn.

(Steps 1, 2 + 3)

- Print and laminate one board for each player.
- To play, you need 1 dice, plus 6 or 12 counters for each player and a set of picture cards (single word, phrase or sentence cards, depending on what stage the child is at).
- Take turns to turn over and name a picture then roll the dice and find the matching number on your board to cover with a counter.
- The first player to cover all the numbers on their board is the winner. You can cover all the numbers on the board or just one set of 1-6.

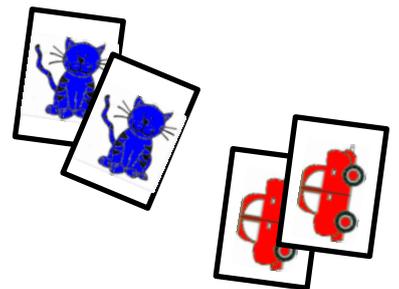


Go Fish.

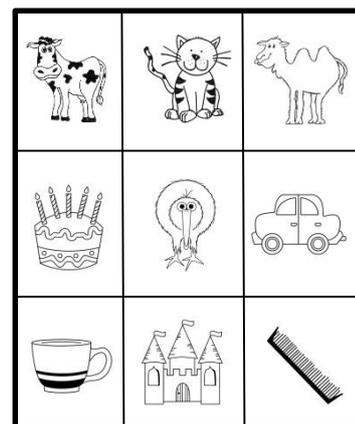
Aim: To match all pairs of picture cards.

Speech Practice: Using words within sentences. (Steps 2 + 3)

- Two or more players.
- Print and laminate two sets of picture cards.
- Shuffle all of the cards together and deal five to each player.



- Leave the remaining cards face down in a pile.
- Take turns to ask each other for a card that matches one in your hand. ("Do you have a red cat?").
- If a player has the card being asked for, he must pass it over, if not, he says "Go Fish" so the person asking for the card must take a card from the top of the card pile and end that turn.
- If a player receives a card from another player he gets another turn. Play continues until all picture pairs are found.
- The player with the most pairs at the end of the game wins.



Bingo Game.

Aim: To cover all pictures on the board with the matching picture cards.

Speech Practice: Naming the pictures throughout. (Steps 1, 2 + 3)

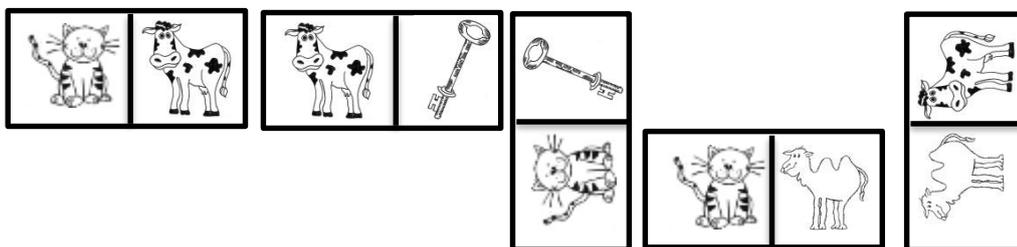
- Print and laminate two sheets of picture cards per player.
- Leave one whole to form the bingo board and cut the other sheet into picture cards to match onto the board.
- Place all picture cards into a container.
- Players take turns to pull a card out and match it to one on their board.
- Name each picture as it is pulled out of the container.
- The first player to match all the cards on their board wins.

Other favourite games or puzzles.

The picture cards can also be used with any favourite turn-taking game or puzzle, by naming a card at the start of each turn or before each piece is added to the puzzle.

2. Domino Game

Print dominoes onto card, laminate and cut out. Use like normal dominoes by matching the pictures. Talk about and name the pictures throughout the activity. (Steps 1 + 3)

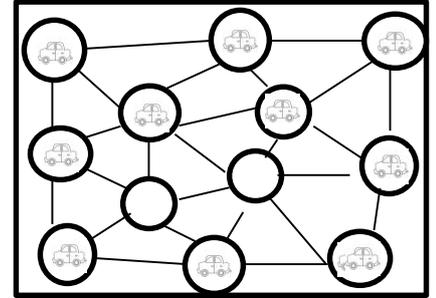


3. Catch Me Game

Aim: To catch the other player by moving into the same circle.

Speech Practice: Name the picture each time you move into a circle. (Steps 1 + 2)

- Two players.
- Print and laminate the board.
- You need a different coloured counter for each player.
- Begin by placing each counter in a blank circle.
- Take turns to move your counter from one circle to the next, in any direction, until the second player catches the first, by landing in the same circle.

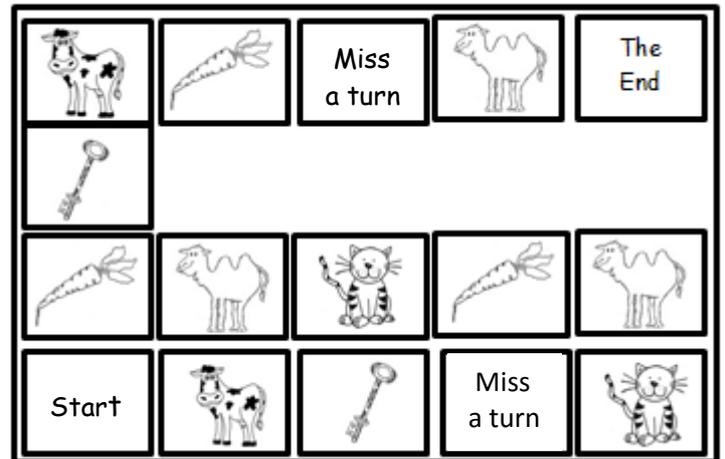


4. Dice and Counter Game

Aim: To be the first person to get to the end of the board.

Speech Practice: Name each picture you move your counter onto. (Steps 1, 2 + 3)

- Two or more players.
- Print & laminate the game board.
- To play, you need a dice and one counter for each player.
- Play as a regular board game - taking turns to roll the dice and move around the board.



One or two of these structured activities at any one time is recommended. "Little and often" is the best approach for structured speech practice.

Once a child is able to use the sound he or she has been practising correctly, within sentences, he can be expected to use it in everyday speech. This provides the opportunity for lots of positive reinforcement each time the correct sound is used. (Eg. "I like the way you said "car" or "Well done, I heard a great 'k' sound when you said "car").

