



Language games to play at home during summer



General fun games that support language skills

No equipment games

1. Find 2 objects Ask your child to find an object in the room and you find an object in the room. Talk about their features and come up with 3 reasons why the objects are different and 2 reasons why the objects are the same (e.g. a ball and an orange are different because you eat an orange but you can't eat a ball, they are similar because they are both round).

2. Which is the odd one out? Choose 3 objects (2 from the same category) and ask your child which is the odd one out and why, e.g. a knife, a spoon and a hairbrush; the odd one out is the hairbrush because the other 2 are used for eating/cutlery).

3. I spy Play the traditional 'I spy' game. "I spy with my little eye something beginning with ... (letter)", **I spy variations**

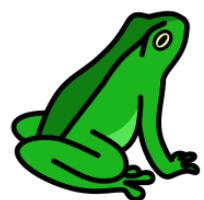
Variation 1: Thinking hat. Word meaning clues are given rather than letters and the object does not need to be within sight. Say, "I put on my thinking hat and think of something that is (give a clue)." If incorrect say, "It's not that. I put on my thinking hat and think of something that is (original clue and a second clue)." Continue until the word has been guessed. E.g.: 'I put on my thinking hat and think of something that is spicy.'

Variation 2: Big brain. In this game players give a clue containing the first sound of the word as well as a word meaning clue. Unlike 'I spy' players do not need to be able to see the item, but they need to think with their 'big brains'. For example, "I think with my big brain, something that is part of a tree and begins with a 'b'."

4. Can you name 5? (categories game) Ask your child to name 5 things in a category, e.g. 5 things that are green, 5 things in the group appliances, 5 things in the group transport

5. What am I thinking of? Describe the item/something you are thinking of and have your child guess what it is, e.g. 'it's an animal, it lives in the forest, its big and brown, it likes to eat honey' (a bear). You can encourage your child to describe an item for you to guess. Encourage them to answer the questions on the **Word Walk** as a visual prompt. Your child will be familiar with using the word walk from using it in speech and language sessions.

6. Simon Says (Memory, listening, following directions) You can include certain concepts your child has previously worked on in your instructions, such as 'before/after', 'unless/until', 'first, next, last' or increase the number of things in the instructions, e.g. 3 things they need to do (simon says touch your eyes, your head and your toes).





Paper-based games

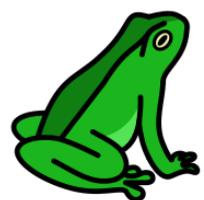
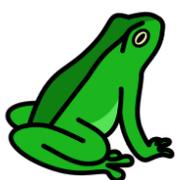
Here are some paper-based games you can play with your child

Word rounds

Choose one of the categories below. Go around the circle, with each player adding a category item.

Variation: After you have chosen your category set a timer for one minute. Taking turns around the group see how many words can be generated in one minute. Record the family total and then try to beat it next time.

Animals	Clothes	Furniture	Food	Transport
Sports	Countries	Shops	Parts of the body	Computer games
Films	T.V. programmes	Famous people	Anything to do with Christmas	Books
Something you cut	Something you can smell	Something you wear when it is hot	Something you can see on a beach	Songs
Somewhere you go on holiday	Something you would see at the zoo	Things you use or wear when playing sport	Things you could do with a piece of paper	Something red/ green/ blue
Something starting with 'p' (or any other letter)	Something with legs	Something you would find in a handbag	Things in a classroom	Things you could buy in a supermarket that isn't food
Shoes	Things that are cold	Insects	Things that grow	Musical instruments
Boy's/ girl's name	Cartoon characters	Famous sports men/ women	Verbs (doing words)	Adjectives (describing words)



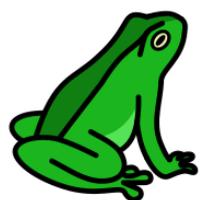


Things that are thin	Things that are round/ square	Breakable objects	Things that can fly	Things with wheels
Toys	Things you plug in	Emotions	Pets	Jobs
Things that make you laugh	Things that are fast	Breakfast foods	Things that are exciting/ exhilarating	Things that open
Things that are boring	Liquids /things you can pour	Things that rhyme with tea/ cat/ light.	Drinks	Things that are light (not heavy)

What can it do?

Pick one of the words below. Can you think of 5 things that it can do or that can be done with it? For example, **tree**: climb, chop, grow, fall down and absorb carbon dioxide.

apple	baby	ball	bread	chalk
giraffe	leaf	lion	lollipop stick	paper
paperclip	pencil	penguin	rubber band	stick
tree	your foot	your hand	cat	flour
flower	hair	water	air	spoon





Don't say it!

Cut out the words below or think of your own words. They might be related to what your child has learnt at school or any words that they are familiar with. Place all the words in a 'hat'. Each person takes a turn at taking out words from the hat. The challenge is to describe the word without using the word at all.

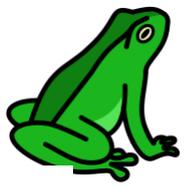
hill	trolley	graph	desert
dinosaur	fly swat	spaceship	cornflakes
mountain	biscuit	storm	flood
tree	umbrella	bee	baby
geography	daisy	crocodile	cinema
planets	purse	moon	present
spider	earthquake	tiger	America

Board games

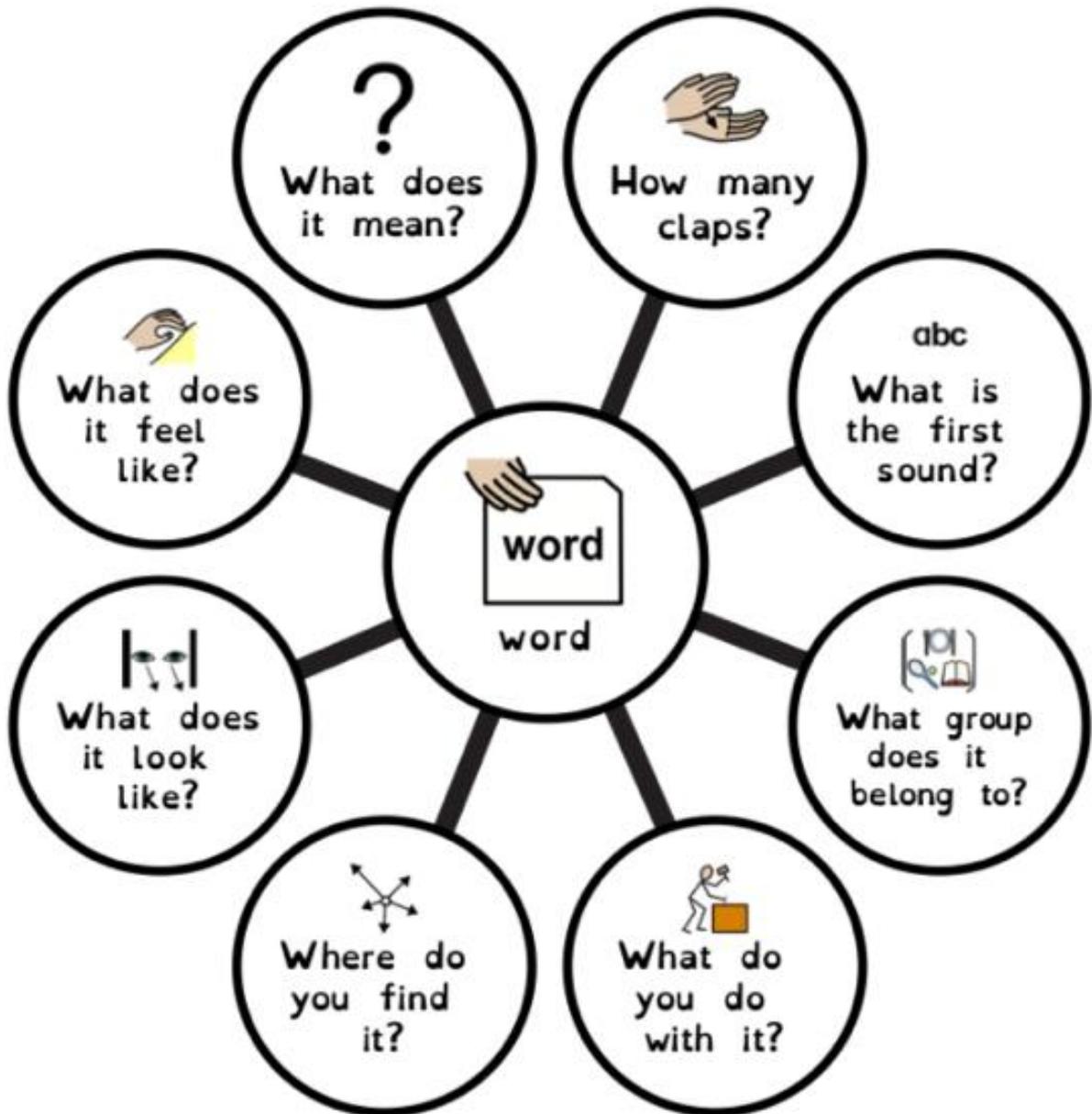
If you would like to invest in some board games for the summer holidays, here are some language games

1. Apples to Apples (comparisons/vocabulary)
2. Headbanz (vocabulary)
3. Guess Who (Asking questions, describing, categorizing)
4. Cluedo (deductive reasoning/thinking)
5. Pictionary (vocabulary/quick sketch game)
6. Twister (following directions, colour & left/right concepts)
7. Scattergories (creative thinking/category based)



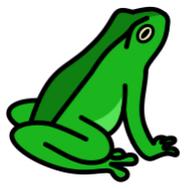


Word Walk



The word walk helps us to learn and remember words.
(you can stick this on the fridge/on a wall in your home so you can easily refer to it if your child can't think of a word or comes across a new word).





Why do we play Language Games?

Games help us to...

- Create a **meaningful context** for **language**
- Practice our **articulation** skills
- Work on **following directions**
- Improve **problem-solving** and **analytical skills**
- **Ask** and **answer questions**
- Develop **vocabulary**
- Work on **fine motor skills**
- Facilitate **cooperation** and encourage **good sportsmanship**
- Improve **memory**
- **Take turns** and work on other **social skills**
- Recognize **colors, shapes, letters, and numbers**
- Practice **counting**
- Improve **attention** and **focus**
- Reduce **stress**
- Stay **motivated** while working on challenging tasks
- Learn **cause and effect**
- Improve **visual-spatial skills**
- Work on **emotional regulation**
- Think **critically** and **flexibly**
- Learn to **plan** and **prioritize**
- Foster **creativity**

Kind regards,

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Words First Speech and Language Therapists

