

Reception, KS1 & KS2 Speech, Language & Communication Games

Fun, interactive classroom
games designed to build speech
and language skills!



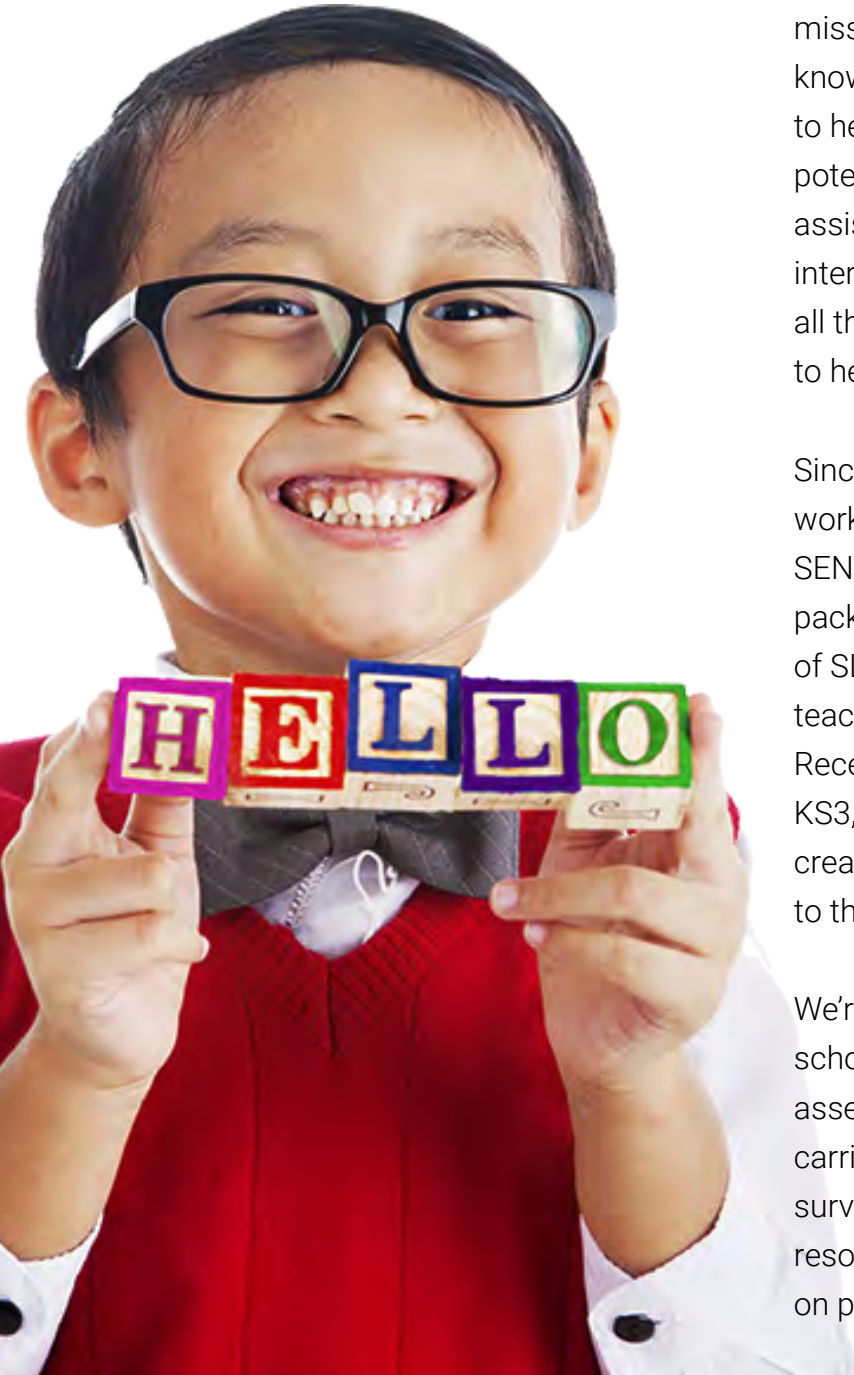


Did you know that up to 50% of children currently start primary school with speech and language needs and 10% of all children have longterm persistent speech, language and communication disorders? Approximately 3 children in every class have significant and recognised difficulties, however, there could be an additional 12-15 children whose needs are equally important but yet to be identified.

Early identification and effective intervention means greater and more rapid progress, drastically reducing the longer term impacts. To help with this, we've devised 4 free communication games for your Reception/KS1/KS2 classroom, specifically designed to identify potential areas for concern, whilst simultaneously boosting speech, language and communication skills.

FACT: 66% of children with serious behaviour difficulties have underlying language impairments many of which are undiagnosed. Could a child in your class be one of the 66%?

Who are we?



We're Speech Link Multimedia Ltd, and our mission is to bring Speech and Language Therapy knowledge and support to every school in the UK to help all children reach their full communication potential. How? By giving teachers and teaching assistants the tools they need for identification, intervention, training and measuring progress with all things speech, language and communication, to help every child reach their full potential.

Since 2004, Speech Link Multimedia Ltd has been working with speech and language therapists, SENCos and teachers to design support packages that work alongside your current level of SLCN input. Our packages help teachers and teaching assistants support children from Reception all the way through to KS2 and into KS3, addressing speech and language needs to create a strong foundation for literacy and access to the curriculum.

We're proud to be supporting over 3,500 schools, with over 175,000 speech and language assessments and 12,400 intervention groups carried out last year alone! 77% of teachers surveyed over a 3-year period reported that our resources have had a significant positive impact on pupils' attainment.

Ready to get started?

Here are 4 fun speech and language games you can try straight away with your class. Use as stand-alone activities or extend them into longer lessons by linking them to your current class topic or curriculum.

- **'How Many Claps Game'** – A game to develop pupils' ability to break words into syllables to support their speech sounds and early literacy development. Pupils clap along when breaking down words into syllables to reach the treasure chest at the end of the board.
- **'Odd one out game'** – Printable reading and reasoning space-themed board game to help pupils improve vocabulary. Get your class to spot the odd one out and help the alien explore space and reach Earth.
- **'What's That Sound Game'** – Printable phonological awareness board game to support speech and early literacy development. Get your pupils to practise identifying the first sound of a word to move their way up the board and help the rabbit reach the carrot.
- **'Animal Semantic Dominoes'** – Word association themed dominoes for language development. Build pupils' vocabulary skills by developing their ability to create links and associations between words with different animal themed dominoes.



Animal Semantic Dominoes



Objective: This game develops children's ability to identify links between words

How to play: Deal all the cards between the players. Choose a player to begin the game by placing a card on the floor or table. The next player has to try to link an animal from one of their cards to the card on the table. If the player can explain their link then the card remains in the sequence on the table and play passes to the next player.

For example, the worm could be linked to the hedgehog because you find them in the garden OR the caterpillar because they don't have legs OR the pig because they don't have fur etc The winner is the first player to place all their cards in the sequence.

To make this game easier, ask the child a question to help them think of the links between the animals e.g. Where does the worm live? Alternatively model a link for the child e.g. 'the worm has no legs' to support the child to find a linked animal.

To make this game harder, ask the child to think of another animal for the same link or to think of two reasons why the animals are linked.

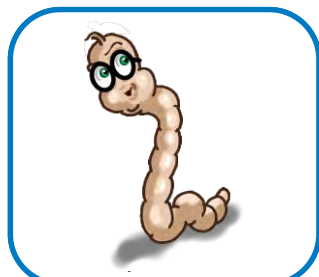
Difficulties:

- The pupil may have difficulty understanding and identifying how words are linked together
- The pupil may find it difficult to explain clearly, using their spoken language, why the words go together

If any child is finding the game too hard you may need to consider investigating their speech and language skills. Visit www.speechandlanguage.info to find out more about how Speech Link and Language Link can help your school to identify and support children with SLCN.



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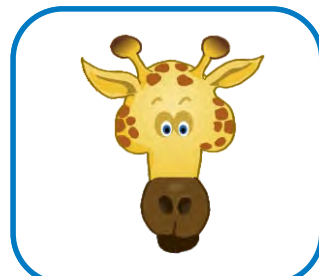
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Semantic dominoes - animals

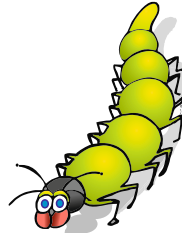


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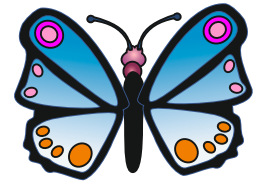


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How Many Claps Game

Objective: This game develops children's ability to break words down into syllables, which is an important skill for speech and early literacy development.

How to play: You will need some dice and counters to play. Encourage the children to make up the rules for the board game, e.g. 'Land on the treasure and have another go.' Before you start, explain how to break words down into 'claps' or syllables. Clap out your name and then ask each player to clap their names. When you are sure the players understand, ask the first player to take a card and clap out the word. The player then rolls the die and moves along the board. Play continues with the next player.

To make this game easier, clap out the word and ask the player to copy you.

To make this game harder, ask the child to think of another word with the same number of claps.

Difficulties:

- The pupil may have difficulty producing the sounds in the words correctly, affecting their ability to clap the word
- The pupil may not have the vocabulary to be able to correctly name the pictures in the game

If any child is finding this game too hard you may need to consider investigating their speech and language skills. Visit www.speechandlanguage.info to find out more about how Speech Link and Language Link can help your school identify and support children with SLCN.

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How Many Claps?

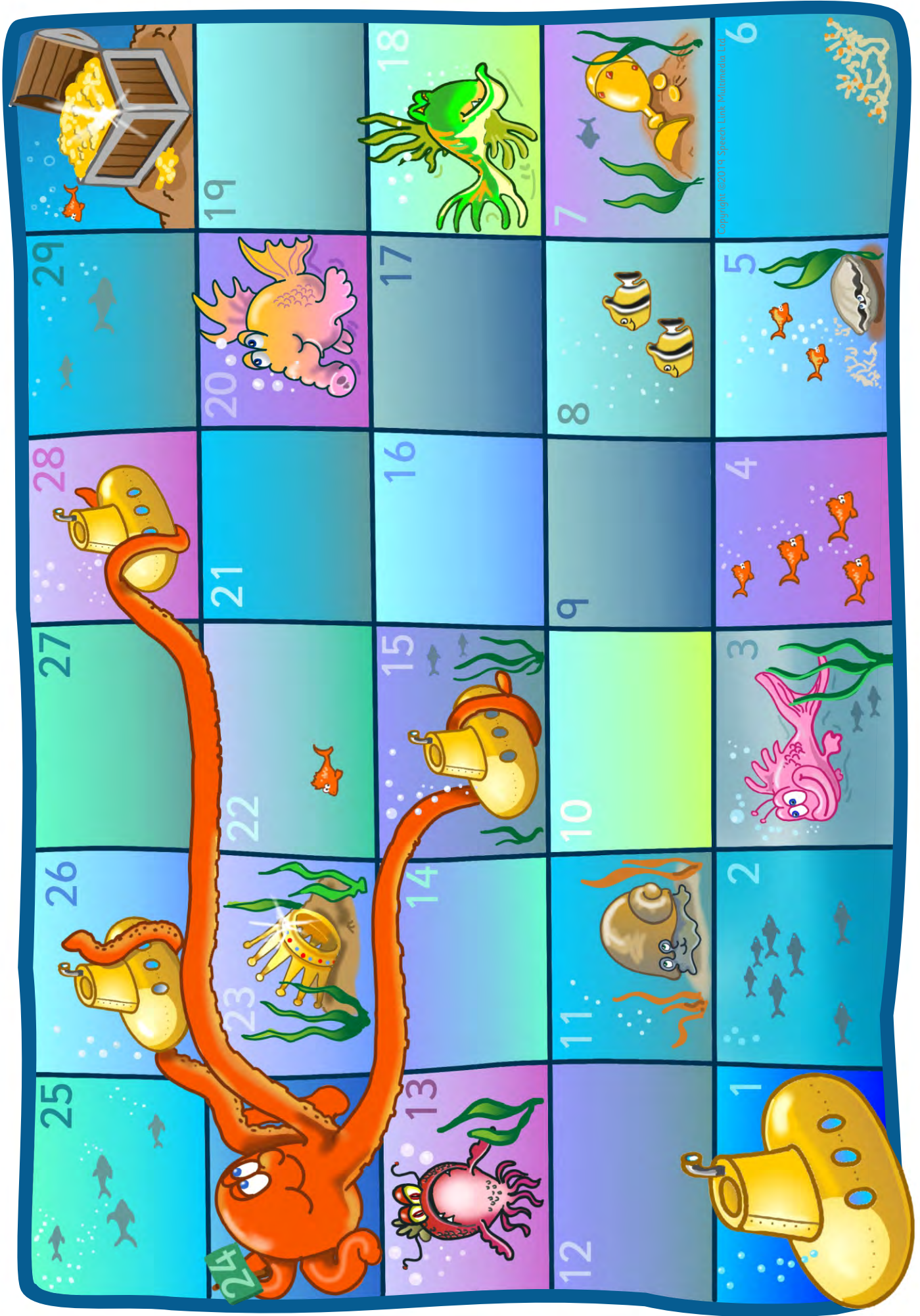
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How Many Claps?

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How Many Claps Game



Odd One Out Game

Objective: This game develops children's ability to make links between words, which is an important skill in vocabulary learning.

How to play: You will need some dice and counters to play. Encourage the children to make up the rules for the board game, e.g. 'If you land on the green door go back to the start!' The first player takes a card. Read the clues for the player to find the odd one out. Ask the player to explain why an item is the odd one out. Then the player rolls the dice and moves and play continues with the next player.

To make this game easier, provide more examples from the category.

To make this game harder, ask the child to think of another item that could go with the items that link together, e.g. 'A doctor and a nurse go together and we could also put a hospital porter, or a patient because they are in hospital too.'

Difficulties:

- The pupil may have difficulty saying what group or category the words go into
- The pupil may find it difficult to explain clearly, using their spoken language, why the word is the odd one out

If any child is finding this game too hard you may need to consider investigating their speech and language skills. Visit www.speechandlanguage.info to find out more about how Speech Link and Language Link can help your school identify and support children with SLCN.

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<p>Spot the odd one out:</p> <p>a rose an oak a daffodil</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>chicken potatoes carrots</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>red crimson blue</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>school swimming pool library</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>shorts a coat a scarf</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>apple banana lemon</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>



Odd One Out Game

<p>Spot the odd one out:</p> <p>swimming diving tennis</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>shoes towel soap</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>acrobat teacher clown</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>horse puppy kitten</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>brush ruler pencil</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>card hat present</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>hedgehog earthworm cow</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>socks ring bracelet</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>suncream bucket spade</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>James John Janet</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>train bike coach</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>television kettle microwave</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>



Odd One Out Game

<p>Spot the odd one out:</p> <p>a knife scissors a coin</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>cricket skiing football</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>a doctor a nurse a teacher</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>a drum a telephone a trumpet</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>a ball a kite an aeroplane</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>a pumpkin a bonfire fireworks</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>a pig a tiger a cow</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>gloves socks shoes</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>ice-cream cake crisps</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>Sue Jane Bill</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>train bus aeroplane</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>a computer a television a car</p> <p>Copyright ©2019 Speech Link Multimedia Ltd</p>



What's That Sound Game



Objective: This game develops children's ability to identify sounds at the beginning of words, which is an important skill for speech and early literacy development.

How to play: You will need some dice and counters to play. Encourage the children to make up the rules for the board game, e.g. 'Land on a carrot and have another go.' The first player takes a card. Ask the player what **sound** is at the beginning of the word. You may need to say the word for them emphasising the first sound. Once the sound is identified the player rolls the die and moves along the board. Play continues with the next player.

To make this game easier give the child a choice of sounds, e.g. for target word bed, ask the child is it a 'b' sound or a 's' sound at the beginning.

To make this game harder, ask the child to think of another word beginning with the same sound.

Difficulties:

- The pupil may find it difficult to identify the sound at the beginning of the word or may be unable to say that sound correctly
- The pupil may have difficulty understanding the concept first and which part of the word they are listening to

If any child is finding this game too hard you may need to consider investigating their speech and language skills. Visit www.speechandlanguage.info to find out more about how Speech Link and Language Link can help your school identify and support children with SLCN.

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What's That Sound?

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What's That Sound?



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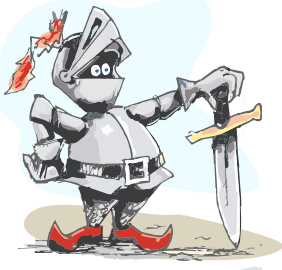
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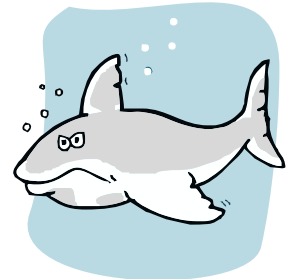
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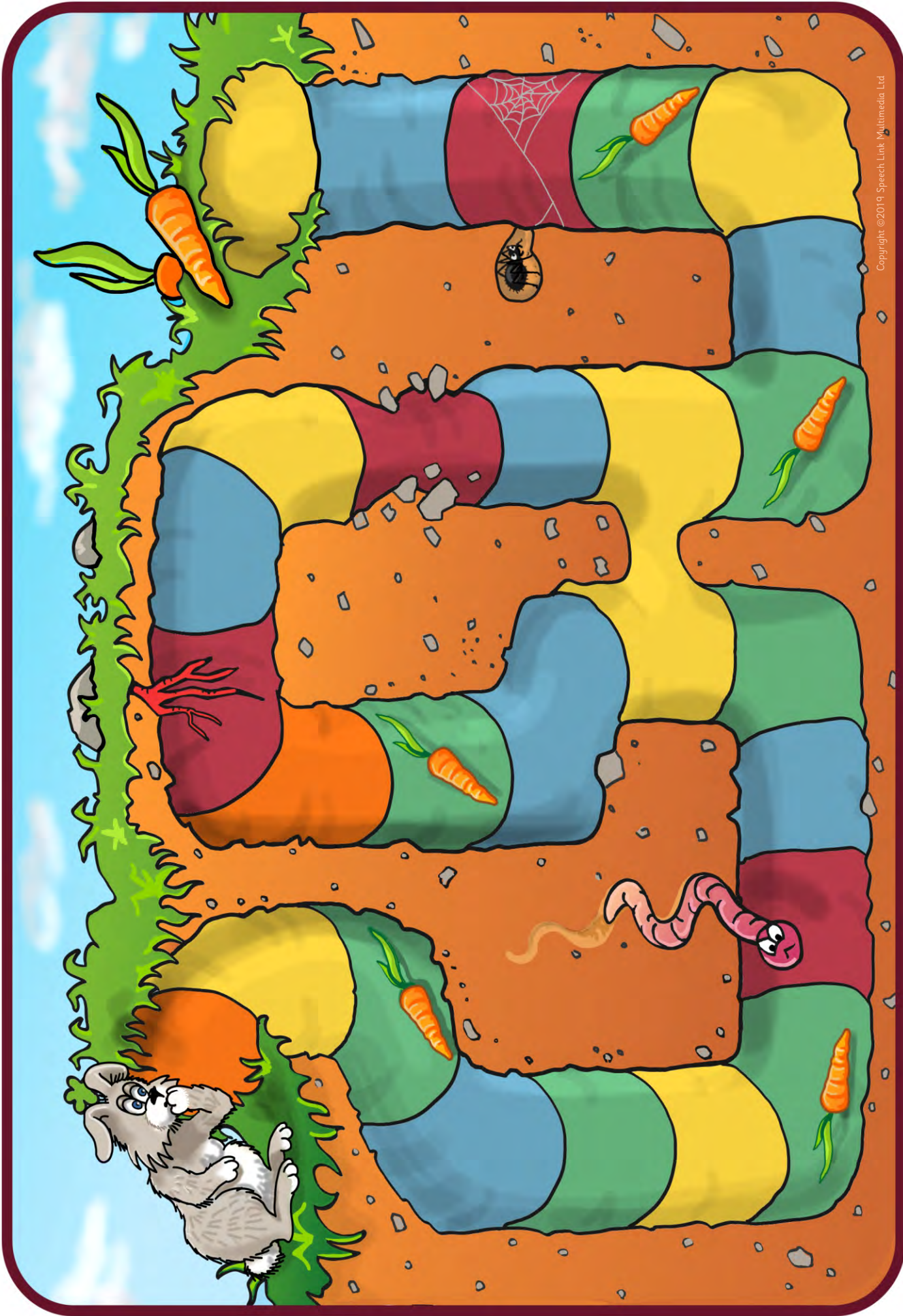
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What's Next?

By now you may have identified some children who have speech and language needs. So what's next?

Get FREE trial access to our award winning packages and see how they can help, just visit www.speechandlanguage.info/free-trial.

The full packages include:

- Quick and easy standardised 20-minute online language assessment
- Speech assessment
- Over 500 targeted interventions and resource activities in Infant and Junior Language Link, perfect for the classroom, small groups or individual use
- Over 250 resourced activities and interventions in Speech Link
- Progress measures
- Instant online reports to track development
- Online speech and language training
- Specialist support and advice from our team, consisting of teachers, teaching assistants and speech and language therapists.

**Try Language Link and Speech Link FREE
today and you could boost classroom attainment and help pupils
to achieve their academic and social potential!**

**FOR MORE INFORMATION VISIT:
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