

Children's Speech and Language Therapy Generalising Speech Sounds into Conversation

Children can often say their new sounds in therapy practice but forget them in everyday conversation. Use these games and activities to practice their new sounds in conversations. Remind your child to use their new sounds.

Associations

One person says a word e.g. 'torch'. Someone else then says a linked word e.g. 'torch' 'light'. Another person says a word linked to "light", e.g. 'sun'. Take turns - everyone says a linked word. Not all words have the child's new sound. If your child forgets the new sound, start the game again with a new word.

Job Game

One person thinks of a job for everyone to guess. The other people take turns to ask a question about the job e.g. 'Do you work outside?' if you think you know the job, make a guess. If you are right you win. If you no-one guesses after 10 questions, the person who thought of the job wins.

Categories

One person thinks of three categories e.g. food, animals, boys' names. The other person says a word beginning with the target sound in each category e.g. For the 't' sound you could say 'tomato, tortoise, Tom'.

Quick-fire 10

One person says a category (e.g. countries, famous people, vehicles, animals, food). The other person has to say ten things in that category in one minute. They get a point if they say 10 things. Take turns to choose the category.

What am I?

Put some pictures face down in a pile. Take turns to pick one and describe it. The other person has to guess. Talk about what it looks like e.g. colour, shape, size. Talk about what it is used for, where you would find it etc.

20 Questions

One person thinks of an object. The other has to ask questions to guess it...Can you do it in less than 20 questions?

I went to market...

The first person says "I went to market and I bought..." and says one item. The next person says "I went to market and I bought..." and says the last person's item and their own. The game continues until the list is too long to remember! If anyone forgets the new sound, the game starts again with a new word.

Storytelling

Make a pile of pictures that use the child's new sound. Turn them face down. Take it in turns to pick one up. Each person has a go at making up a sentence using their word. The aim is to make a story using all the pictures. The story can be as silly as you like!

E.g. "Once upon a time there was a **teddy**" "his name was **Tom** and he liked to eat **toast**"
"Tom liked to go camping in his **tent**"

Endless Story

One person starts a story by saying a made-up sentence. The next person adds a sentence that follows on from the first one. The story carries on with everyone taking turns to add a sentence.

Reading

Remind the child about their new sounds when reading aloud. Ask the child to re-tell the story. If they say the wrong sound repeat the word back to them e.g. "You saw a *kiger* (tiger)" so the child has to self correct.

Talking Time

When the child can use their new sound in games like the ones above, try a conversation. Pick a topic. This could be the child's best /worst holiday, what they like to do at the weekend or how to make a sandwich. It's up to you! Start off for 1 minute, and slowly increase it to 3, 5, 10 minutes. When talking, the child has to think really hard about using their new sounds.

Remember to listen out for the sounds that the child has been working on. A good way to remind the child to remember is by using tokens. Put 10 stickers/counters/coins in front of the child. Take one away every time you hear a mistake. Or give them one each time they say it right. This helps to make it fun. At the end of "talking time" ask the child to count up how many tokens they have and record this on a chart. Do this again so they can see that they are getting better.