

Barrier Games – Key Word Levels Children's Speech and Language Therapy

The aim of these activities is for the child and adult to take it in turns to give directions. Set up the activities so you each have a set of the same objects/pictures. Place a barrier between you, give the direction and do the action, then take the barrier away. Have you done the same thing?

At first, start off with the adult giving directions and the child listening. Once they have the idea of the game, you can start to take it in turns to give directions.

Lego/building block game

Each person should have an identical collection of bricks/blocks. You can then take it in turns to say where you are putting a brick.

For example:

Person 1: I'm building a tower. I'm starting with the small yellow brick.

Person 2: I'm putting the red brick on top of the small yellow brick

Person 1: I'm putting the big blue brick on top of the tower.

Shopping game

Each have a 'trolley' picture and a set of the food pictures.

Say what you're putting in your trolleys.

- One key word: I'm putting in an apple
- Two key words: I'm putting in the coffee and a banana
- Three key words: I'm putting in the burger, soap, and crisps
- Four key words: add 'bag' and 'basket' pictures: "I'm putting an apple in the bag and a banana in the trolley"



Packing for a holiday

As above, but this time you are going on holiday! What will you take?

Start with a small selection of things and gradually build up the number of things you have to choose from.

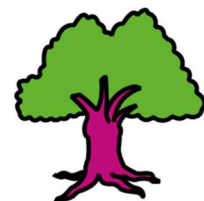
- Two key words: I'm putting in the red flipflops OR
I'm putting in the bucket and the shorts
- Four key words: I'm putting in the green t-shirt and the blue camera

Zoo keepers!

Draw a 'cage' on a piece of paper. Draw a tree and a hut in the cage and photocopy so the two pictures are identical.

Use small animal figures – make sure you have two of each so you each have a set of the same animals. Initially have only one animal available to the child at a time. If you don't have figures, use pictures of the animals.

- Two key words: (with no choice of animal):
 - I'm putting the monkey under the tree
 - I'm putting the monkey next to the hut
- Three key words (with several animals to choose from):
 - I'm putting the giraffe on top of the hut
- Four key words
 - Can you put the elephant under the little tree?
 - I'm putting the red bird on the hut



Alternative Zoo Keepers:

Draw 3 cages/pens on a piece of A4 paper and label them 1, 2, 3. Photocopy the paper so you have two identical 'zoos'. Have identical sets of animals to work with.

- Two key words:
 - Put the elephant in cage 3
- Three key words:
 - Put the tiger and the lion in cage 2
 - Put the green frog in cage 2
- Four key words:
 - Put the gorilla, the giraffe, and the snake in cage 2
 - Put the monkey in cage 1 and the lion in cage 3
- Five key words:
 - Put the green frog and the red snake in cage 3.

Topic-based Barrier Games – make your own.

Choose core vocabulary items from the current or the upcoming class topic/theme. For example, if you are working on exploring space you could use pictures of planets, spacecraft, astronauts; if you are working on plant growth you could use a picture of a plant, detailing the parts (stalk, leaves, petals etc) that the class will be learning about. Choose appropriate miniature toys (such as object counters from the maths resources) and give directions using these.

You may choose to focus on concepts of position, colour, number, size, description during these games.

Keep a record of how many words / what kind of words the child is following and use this to plan further activities.

- e.g. Put the big red dinosaur on the volcano
Put the blue beetle under the leaf; put the red spider on the stalk

