

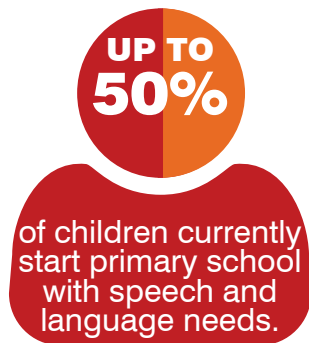
Welcome to Speech Link & Language Link

Supporting children who have
Speech, Language and Communication Needs (SLCN)
in the classroom.



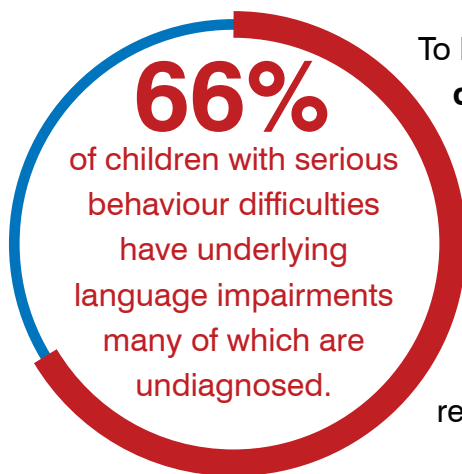
FREE
RECEPTION, P1, KS1 & KS2 SPEECH,
LANGUAGE & COMMUNICATION
CLASSROOM GAMES
DESIGNED TO BUILD SPEECH AND
LANGUAGE SKILLS!

Did you know?



Approximately 3 children in every class have significant and recognised speech and language difficulties.

12-15 children in your class could have SLCN but are yet to be identified!



To help with this, we've devised these **four free communication games** for your Reception, P1, KS1, KS2 classroom. Helping you to identify potential areas for concern, whilst simultaneously boosting speech, language and communication skills.

Early identification and effective intervention means greater and more rapid progress, drastically reducing the longer term impacts.

COULD A CHILD IN YOUR CLASS BE ONE OF THE 66%?

BOOK A FREE TRIAL OF SPEECH LINK AND LANGUAGE LINK TODAY.

So, how can we help?

Speech Link and Language Link provide SENCOs, teachers and teaching assistants with the tools they need to identify and support SLCN.

Sign up for a FREE trial at www.speechandlanguage.info/trial

Also introducing the...

PARENT PORTAL

Brought to you by  **SpeechLink**
MULTIMEDIA LIMITED

FREE Speech and language support



STANDARDISED ASSESSMENT



INTERVENTION RESOURCES



MEASURED IMPACT



HELP DESK SUPPORT



PODCASTS



VIDEOS



GAMES



BLOGS

Please

SHARE WITH PARENTS

connected to your school or setting.

www.speechandlanguage.info/parents


FREE RESOURCES TO
DOWNLOAD & PRINT


Selected from our award-winning packages for parents to use, at home, with children who have SLCN.





Ready to get started?

Here are four fun speech and language games you can use as stand-alone activities or extend them into longer lessons by linking them to your current class topic.

 **'How Many Claps?' Game** – A game to develop children's ability to break words into syllables to support development of their speech sounds and early literacy skills. Children 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 children 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 children 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' Game** – Word association themed dominoes for language development. Build children's vocabulary skills by developing their ability to create links and associations between words with different animal themed dominoes.

You may notice that some of your children struggle when playing these games. Why not book a free trial to find out how we can help you identify and support all of your children who have SLCN?

IF YOU HAVE ANY CONCERNS, PLEASE TALK TO YOUR SPEECH AND LANGUAGE THERAPY SERVICES FOR ADVICE.

BOOK A
FREE
TRIAL

www.speechandlanguage.info

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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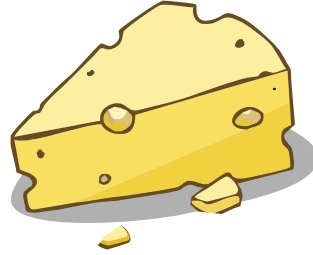
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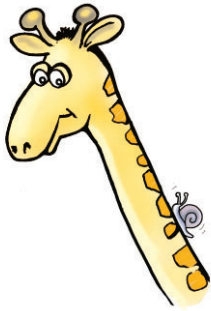
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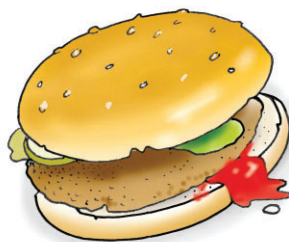
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How Many Claps?

How Many Claps Game

The game board is a 5x5 grid of colored squares. A large orange octopus character is positioned vertically across the middle of the board, holding a yellow submarine. The grid contains the following illustrations and numbers:

- Row 1 (top):
 - 25: Fish swimming in blue water.
 - 26: A yellow submarine.
 - 27: A yellow submarine.
 - 28: A yellow submarine.
 - 29: Fish swimming in blue water.
- Row 2:
 - 24: An orange octopus holding a yellow submarine.
 - 23: A yellow crown on a rock.
 - 22: A small orange fish.
 - 21: A blue square.
 - 20: A pink and yellow fish.
- Row 3:
 - 13: A pink and yellow fish.
 - 14: A yellow submarine.
 - 15: A yellow submarine.
 - 16: A blue square.
 - 17: A blue square.
- Row 4:
 - 12: A yellow submarine.
 - 11: A snail.
 - 10: A blue square.
 - 9: A blue square.
 - 8: Two clownfish.
- Row 5 (bottom):
 - 1: A yellow submarine.
 - 2: Fish swimming in blue water.
 - 3: A pink fish.
 - 4: Three small orange fish.
 - 5: A clam and two small orange fish.

Number 18 is located in the top-right corner, and number 6 is in the bottom-right corner. A copyright notice "Copyright ©2019 Speech Link Multimedia Ltd" is written vertically on the right side of the board.

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 style="writing-mode: vertical-rl; transform: rotate(180deg);">Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>chicken potatoes carrots</p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>red crimson blue</p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>school swimming pool library</p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Copyright ©2019 Speech Link Multimedia Ltd</p>
<p>Spot the odd one out:</p> <p>shorts a coat a scarf</p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Copyright ©2019 Speech Link Multimedia Ltd</p>	<p>Spot the odd one out:</p> <p>apple banana lemon</p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Copyright ©2019 Speech Link Multimedia Ltd</p>



Odd One Out Game

Spot the odd one out:
swimming
diving
tennis

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Spot the odd one out:
shoes
towel
soap

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Spot the odd one out:
acrobat
teacher
clown

Copyright ©2019 Speech Link Multimedia Ltd

Spot the odd one out:
horse
puppy
kitten

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Spot the odd one out:
brush
ruler
pencil

Copyright ©2019 Speech Link Multimedia Ltd

Spot the odd one out:
card
hat
present

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Spot the odd one out:
hedgehog
earthworm
cow

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Spot the odd one out:
socks
ring
braclet

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Spot the odd one out:
suncream
bucket
spade

Copyright ©2019 Speech Link Multimedia Ltd

Spot the odd one out:
James
John
Janet

Copyright ©2019 Speech Link Multimedia Ltd

Spot the odd one out:
train
bike
coach

Copyright ©2019 Speech Link Multimedia Ltd

Spot the odd one out:
television
kettle
microwave

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Odd One Out Game

Spot the odd one out:

a knife
scissors
a coin

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Spot the odd one out:

cricket
skiing
football

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Spot the odd one out:

a doctor
a nurse
a teacher

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Spot the odd one out:

a drum
a telephone
a trumpet

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Spot the odd one out:

a ball
a kite
an aeroplane

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Spot the odd one out:

a pumpkin
a bonfire
fireworks

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Spot the odd one out:

a pig
a tiger
a cow

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Spot the odd one out:

gloves
socks
shoes

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Spot the odd one out:

ice-cream
cake
crisps

Copyright ©2019 Speech Link Multimedia Ltd

Spot the odd one out:

Sue
Jane
Bill

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Spot the odd one out:

train
bus
aeroplane

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Spot the odd one out:

a computer
a television
a car

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Odd One Out Game



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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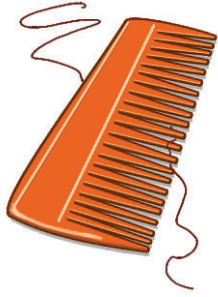


What's That Sound?

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What's That Sound?



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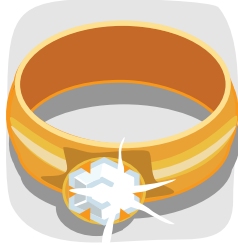
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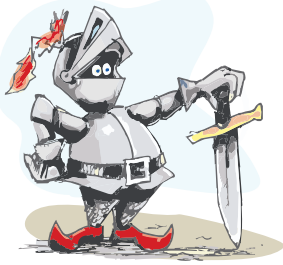
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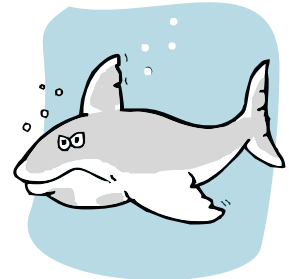
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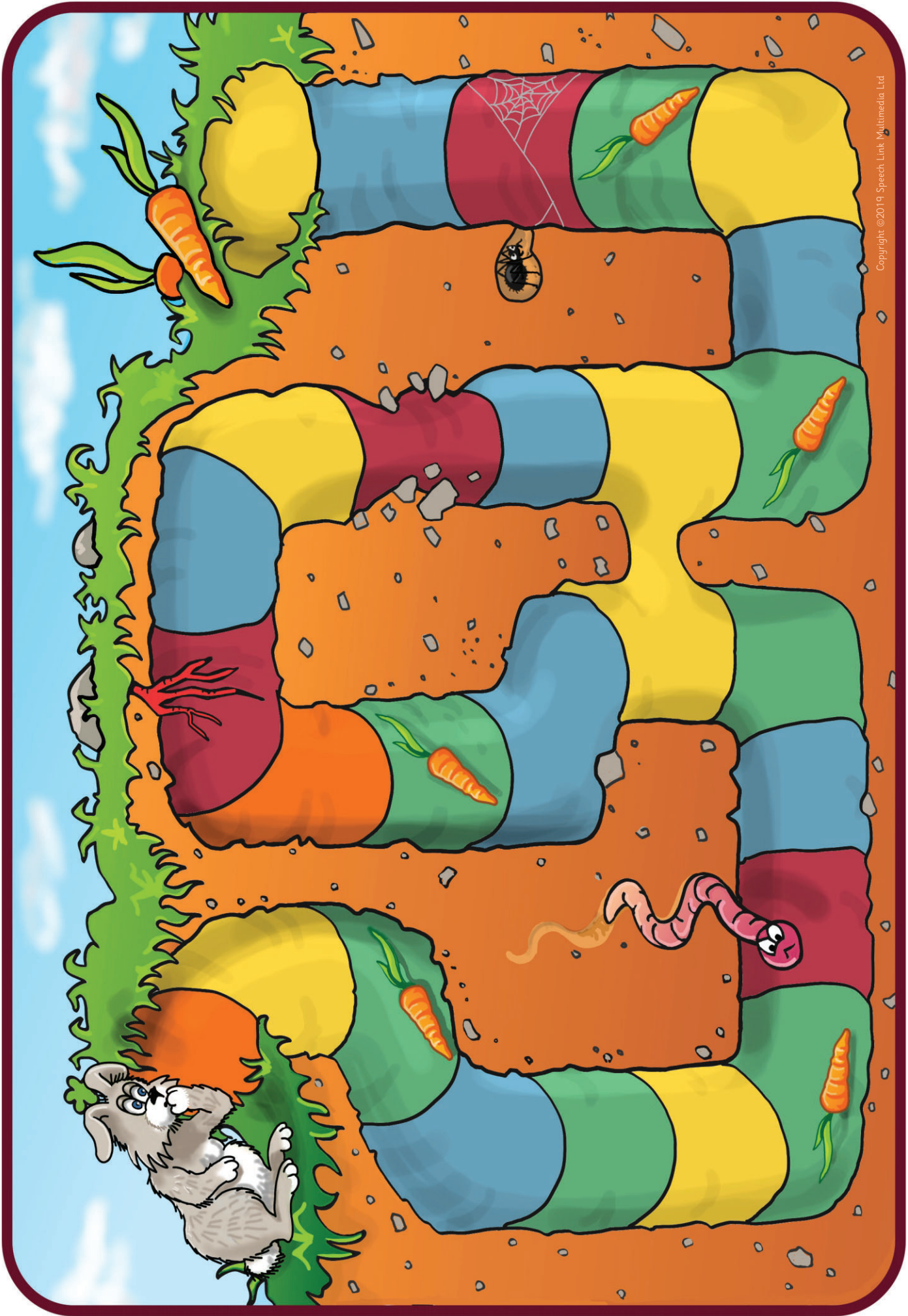
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Animal Semantic Dominoes



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.

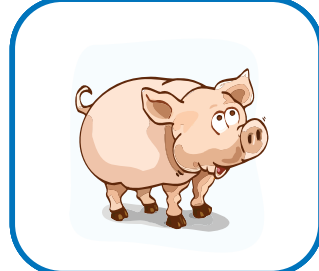
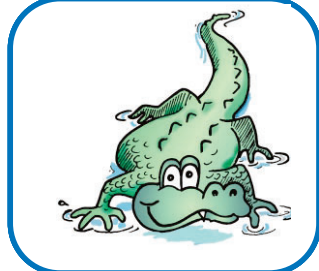
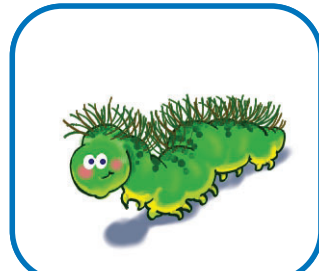
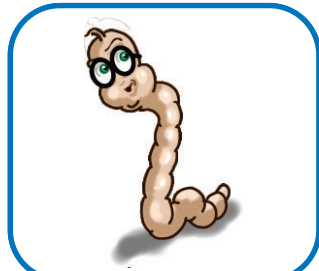
To make this game easier, ask the child a question to help them think of the links between the animals e.g. Where does the worm live? Alternatively model a link for the child e.g. 'the worm has no legs' to support the child to find a linked animal.

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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Semantic dominoes - animals

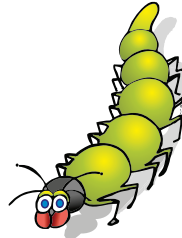


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- Speech sound assessment
- Over 500 targeted intervention and resource activities in Infant and Junior Language Link - perfect for the classroom, small groups or individual use
- Over 250 resourced activities in Speech Link featuring Speech Sound Programmes and Listening Games
- Progress Measures
- Parent Resources
- Instant online reports to track development
- Online user training
- Specialist support and advice from our Help Desk team consisting of Speech and Language Therapists, Teachers and Teaching Assistants

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

**For more information
visit:**

www.speechandlanguage.info/trial

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