

Speech and Language Therapy Activities

Speech Sounds

Silly sensible game



Aim:

For your child to be able to recognise when a word is said correctly or incorrectly by an adult

Why is this important?

Children need to be able to discriminate between sounds before they are able to use them correctly in words. This task develops children's auditory discrimination and ability to recognise when sounds are used correctly or not in words.

What you will need:

- Pictures
- Puppet or toy



What to do:

Explain to your child that the puppet is going to say some words, but that he doesn't always get them right! They need to say 'yes' or 'no' to the puppet to tell them if the word was said correctly or not. You may want to get another adult to help you demonstrate this at first.

Show the child a word and get the puppet to name it. Sometimes the puppet will get the word completely wrong, e.g. they may refer to a carrot as a "flippot"! The child should therefore say "No!" and let the puppet try again.

Start by making the errors very different to the word (as described above). As your child gets better at this, make the errors very minimal. For example, just change ONE sound in the word, e.g. You may name 'carrot' as a 'tarrot'. Try using errors you may hear your child say. For example, if they omit final sounds, say the word without the last sound, e.g. "cat" would be said as "ca".

Therefore, try saying some of the words as they would. Can they recognise these words have been said incorrectly?