# Fun with Words

## Chapter 5

### Word games help build up speech sound and meaning skills

Eg for speech sound: **caterpillar** or **zaterpillar**

Draw a picture of a familiar word (such as caterpillar) and then draw a crazy looking counterpart. Label the second picture with a rhyming word (eg zaterpillar). Ask children to point to the word you say.

For meaning: **scavenger hunt**

Encourage children to look around and find anything that has a particular attribute, eg has **wheels**, is **shiny**, has a **tail**, is **soft**, is **bendy** or is **small**. Bring them back to one place and compare the objects that children have found.

### Use games to review words you have already taught

Eg **Five things**

Show children an object or a picture. Discuss what you all know about it. Once five suitable suggestions have been made, say and act them out all together.

Eg for **astronaut**: '**Astronauts** can go in a rocket. **Astronauts** can walk on the Moon. **Astronauts** can explore outer space. **Astronauts** can land the spaceship. **Astronauts** are really smart.' Accompany each sentence with an action.

### Children who enjoy words are better word learners

Eg **'I Spy' variation**

A variation on the traditional 'I Spy' game. Adapt it by using adjectives instead, such as: 'I spy something coloured **red / blue** …' or 'something **round/ spiky/ shiny** …', or 'something that is **big/ beautiful/ smelly/ growing/ hot/ noisy** …'

Speechmark

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