

Mirrors

Give a child a mirror and you hold one too. Show them how to make the mirror steam up by blowing on it, try 'H, H, H,' too

Pulling Faces

Using a large mirror sit next to child and encourage child to copy you opening and closing mouth, moving tongue around in different positions. This is good for strengthening muscles in mouth.

Listening Game

In a small group, children have to listen for their name before throwing their bean bag into a hoop. Extend by using different colour hoops and bean bags, so have to listen carefully to instructions.

Musical Instruments

Two sets of identical instruments. You play one and child has to find the instrument that makes the same sound. Extend by making noise under a piece of material or behind your back.

Sound Order

First sounds: b, d, g

6-12 months. ma ma

1-2 years: p, b, m, n, t, d

3-4 years: p, b, m, n, t, d, k, g, f, s, y, h

4-5 years: sh, ch, j, z, l, v

Kim's Game

Start with a few familiar objects on tray, look at and name each object before covering with a cloth. Increase number of objects as confidence and communication builds.

Play with specific sounds such as 'p' or 's':

Penguin, polar bear, pit etc.

snail, snake, sausage etc.

Keep game quick and snappy. Lots of praise, play both individual and in pairs, with a good communicator, modelling language.

Pairs Game

Start by using just a few pairs, adding more as confidence and concentration builds. Start by looking at all pictures, practice saying all words, repeating a few times. Encourage child to say what the picture is as they turn cards over, even if you say word first and they repeat lots of praise. Talk about which pairs they have won at the end of the game.

Listening Game

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Hiding Objects

Place objects around the room, ask child to go find a certain object. Make more difficult by asking for two objects at a time. Encourage child to repeat name of object as they find it.

Play with specific letter sound objects.

P- Penguin, polar bear etc

B - Ball, balloon, etc.

S - Shake, sock, etc.

Choices

Encourage children to use words by giving choice. Be specific!!

Do you want apple or orange?

While playing "do you want George or Peppa?"

Use descriptive word eg George is very muddy.

Shall we draw wavy lines or short wiggly lines?

Hiding Toys

Hide toys around the room, give child clues where they can find, adapt to child's ability and understanding. Let children hide object and give you clues to finding it.

Listening to Instructions

Using familiar toys story by playing with toys then ask child to put teddy in box, drive car across the table, take cup and put it in sink, adjusting instructions to child's ability and understanding. Let child tell you what to do too. Make it fun by getting it wrong on purpose.

Inset Puzzle

Using a puzzle with basic objects, first let child take all pieces out and replace, then ask them to take specific ones out until all out, then turn it around and ask child to choose and tell you what each object is prompting and repeating words if necessary.

Extend by describing and giving clues to objects.

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Sounds Game

Using the sound game work together to listen to CD and work out what sounds they are.

Look at photos on cards first so child knows which sound they are looking for.

Encourage helping each other and listening carefully use pause, re-wind, if necessary to listen again.

Feely Bag

Start with a few objects in bag.

Start by letting child feel and take each object out of bag, talking about object and saying object name.

Pass the Animal

Sit group in a circle with music playing, pass the animal around as the music stops, the child who is holding the animals makes its sound.

Use different animals and talk about each animal, encouraging child to say the animal name, but no pressure, make game fun and laugh when you make the wrong noise etc.

Follow the Clue

Hide objects in a box, give clues.
Banana - Monkeys like to eat. You can peel this.
Reveal the object, when guessed, talk about it encouraging language by asking questions.
What colour etc.

Play Dough

1. Use action words: Roll, splat, chop, pinch, squeeze etc. Practise instructions.
2. Visual clues. Can you make a little ball? Can you help me make a sandwich? Encouraging them to give instructions.
3. Leave lid on tubs to encourage child to ask for help to access play dough (little tubs)
4. Tell me about what you are making, that's a cool dragon. I wonder if he blows bubbles?

Bubbles

Adult, keep hold of tub. Closing lid each time so child has to ask for it to be open again.
Use big gestures, repeating "more"
Practise sound 'p', 'p', 'pop'.
'b', 'b', blow bubble.
Use two words: "More bubbles", "blow bubbles".
Practise 'h', 'h' to encourage blowing.
'w', 'w', wand.

Action Words (verbs)

Use real life. Watch children playing outside.
Poppy running. Joe's jumping. Henry's catching
Use gesture to highlight key words. Use books to point out doing words:
waving, driving, swimming.
Just name the words not in sentence.
Use action words with small words
'Teddy eating', 'doll jumping', 'Elsa dancing'.

Straws and Blowing

Give each child a straw and using small squares of tissue paper. Encourage them to blow them across the table, make it fun and encourage them to see who can blow them the furthest. You can also use feathers and ping pong balls or pom poms.

Lotto Game

Children have own card and counters. Start by showing children the pictures and saying what it is, encouraging them to say the word too when they find it on their card.

Extend by giving clues and describing objects.
Extend further by letting child give you clues while you play the game.

Floor Puzzle

In group, work together to complete a floor puzzle, taking turns and sharing pieces. Once complete talk about picture, who can see a dog etc.
Where's the girl eating a lolly. Tell me what you can see?

Stop and Go

Put some music on and let the children dance and move around the room, but when you say 'stop', they have to keep still and then listen for you to say 'go' again.

Picture Domino's

Play a picture domino game, encouraging listening, taking turns and saying what they need to match the dominos.

Every Child a Talker (ECAT) Activities

Every Child a Talker (ECAT) is designed to help practitioners and parents create a developmentally appropriate, supportive and stimulating environment in which children can enjoy experimenting with and learning language.

Thank you to Lorraine for sharing her activity cards

