

Games to Promote Speech and Language at Home

- Toddler-Preschool
- Preschool - Early Elementary
- Elementary
- Upper Elementary, Middle School, and High School
- Social Skills
- Books



Toddler and Preschool

Click within each box to see the game on Amazon



Push and pull toys

Early verbs

Language expansion

Requesting

Communication attempts

Idea - Early verbs: Repetition is great for learning language! While playing, use verbs such as *push*, *pull*, and *go*.

Idea - Communication attempts: When playing with your child, repeat a desired action 4-5x. On the next repetition, pause before the final step. Wait until your child communicates that they want you to finish - this may be with their eyes, with gestures, or with words.

Example with cars: "Ready - Set - (wait for eye contact, gesture, or word) - GO!"

Bubbles

Language expansion

Requesting



Idea - Language expansion: Use phrases that are one word beyond your child's current level. For example, if your child combines 2 words, practice 3 words phrases. *Examples: bubble pop, bubbles go pop*

Idea - Requesting: Encourage your child to request more by waiting until your child communicates a request through eye contact, gestures, the "more" sign, or words. *Requests to practice: Want bubbles, I want bubbles, I want more bubbles*



Pretend play sets

Functional vocabulary

Imaginative play

Ideas - Pretend play sets and toys: house, toy phone, school, school, different occupations (doctor, teachers, etc.), grocery store/cash register



Mr. Potato Head

Making choices/Requesting

Early verbs (in, on)

Body parts & functions

Idea - Body parts: Talk about the what each body part does as you build the Potato Head.

Idea - Making choices/Requesting: Let your child choose between 2 body parts.

Depending on skill level, your child may use eye gaze, gestures, or "I want" phrases.



Play-Doh

Language expansion

Vocabulary

Speech sounds

Idea - Language expansion: Model language by talking about what you and your child are doing. *Examples: roll Play-Doh, cut Play-Doh, push Play-Doh*

Idea - Speech: Help your child use Play-Doh to make the letter that corresponds to their target sound(s). Talk about words with that letter. You could even find little objects around the house that start with that letter, and let your child push them into the Play-Doh. *Example: /K/ - nickel, key, key ring, fork, rock*

Shape sorter

Basic concepts

Requesting



Idea - Basic concepts: While playing, practice spatial concepts with your child.

Examples: in, out, under, next to, on, behind

Seek-a-Boo

Turn-taking

Vocabulary



Where's Bear?

"Where" questions

Spatial concepts

(*up, down, top, bottom*)



Preschool and Early Elementary

Click within each box to see the game on Amazon



Honeybee Tree

Turn taking
Speech sounds
Reinforcer

Idea - Speech: Practice a word or sentence with your child's target sound each turn. As bees start to fall, count the bees with your child and have them practice the sentence or word that many times.

Zingo

Vocabulary building
Basic Concepts



Idea - Basic Concepts:

- **Match:** when a player finds a matching piece.
- **Same:** when two pictures are the same.
- **Different:** when a piece does not match the picture on the board.
- **Empty:** Describe how the board is empty before you begin and not empty as you add pieces.
- **Full:** Describe how the board is full when someone wins.

Feed the Woozle

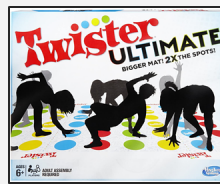
Speech Sounds
Language expansion
Verbs (eat, want, give)
Syntax
Following Directions



Idea - Speech: Feed the Woozle picture cards of words with your child's target sound.

Idea - Syntax: Repeated practice of grammatically correct sentences. Examples:

- **is:** The Woozle *is* hungry.
- **Present progressive -ing:** The Woozle is *eating* ..
- **Plural -s:** The Woozle is eating 2 *s*.
- **Third person singular -s:** The Woozle *wants*



Twister

Following directions
Spatial concepts
Speech
Language

Idea - Language: Adapt to use with categories, vocabulary, etc. by putting picture cards on each circle. Examples: Put your hand on something you would find in a kitchen; Put your foot on a circle next to the sheep

Idea - Speech: Put picture cards on each circle and get some bean bags. Have your child say throw the bean bags and say the word that is on the circle where the beanbag lands.



What's in the Box?

Vocabulary
Description
Sensory

Idea - Description: Find any object from around the house to put in the box. Have your child feel the object and guess what it is. If the first guess is incorrect, give the child clues. Take turns finding objects and guessing, so that your child can describe the object to you as well.

Pop up Pirate & Pop the Pig

Reinforcer
Speech



Idea - Speech: Practice a word or sentence each turn.

Elementary

Click within each box to see the game on Amazon



Tell Tale

Narratives/Sequencing
Descriptive language
Grammar/Syntax

Idea - Narratives: Draw cards and use them to create silly stories with your child

Idea - Sequencing: Have your child pick cards for you to tell them a story. After, have them retell your story with words like first, next, then, last, etc. to sequence.

UNO

Speech Sounds
Language
Following Directions
Turn-taking



Idea - Speech Practice a word or sentence with your child's target sound each turn.
- Email Rachel [here](#) if you would like UNO decks for your child's specific sound (s) or language skills (synonyms/antonyms, context clues, figurative language, idioms).

Guess Who?

Asking yes/no questions
Comparing & contrasting
Pronouns



Idea - Pronouns:

Start the round by sharing if each player's person is a boy or a girl. Then encourage use of pronouns with each question.

Examples: Does he _?; Is she _?

Slapzi

Vocabulary
Attributes/Description



Idea - Attributes: There are clue cards and picture cards. Each round a clue card is turned over, and players want to slap down a picture card from their hand of a noun with that attribute.

Example: If the clue card says *round*, a player could put down a picture card with a ball.



Headbanz, Jr.

Asking questions
Categorization
Description

Idea - Categorization/Description: In this game, players draw a card with a person/food/animal/item and, without looking at it, place it in their headband for other players to see. Take turns asking questions and guessing the picture card in your headband.. Encourage your child to ask questions about:

- *What group/category does it belong to?*
- *What do you do with it? What does it do?*
- *What does it look like? (shape, size, color)*
- *What is it made of/From?*
- *What are its parts? (e.g., banana - peel)*
- *Where would you see it/use it?*

5 Second Rule, Jr.

Categorization
Vocabulary



Idea - Categorization: In this game, you're given a category and must name 3 items in that category within 5 seconds. You may choose to do this without a timer, or change the rules to see how many words in that category you can come up with in 1 minute by working together.

Upper Elementary, Middle School, High School

Click within each box to see the game on Amazon



Rory's Story Cubes

Story structure
Sequencing
Language Memory/Story retell
Auditory Comprehension
Answering WH questions

Idea - Story structure: Roll the dice and, based on the pictures that land facing up, tell a story. Work with your child to include characters, a setting, problem/solution, and a clear beginning/middle/end.

Idea - WH Questions: After creating a story, ask your child WH questions about the story you created.

Catch Phrase

Categorization
Synonyms



DIY Version: Each player writes a few nouns or verbs on pieces of paper and puts them in a bowl. Players draw out of the bowl on their turn and describe the word on their card, without using the word itself



Scattergories

Vocabulary/Categorization
Phonemic awareness
Speech sounds

Idea - Vocabulary/Categorization: Roll dice to reveal a letter of the alphabet. Each player has a list of categories and must try to write something within each category that starts with the given letter. You may choose not to use the timer. For extra vocabulary practice, discuss the functional of the items you wrote down at the end of the round.

Idea - Speech: Instead of rolling dice to be given a letter, use a letter that corresponds to your child's target sound.

UNO

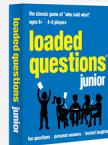
Speech Sounds
Language
Following Directions
Turn-taking



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Loaded Questions, Jr.

Answering questions
Conversation - Speech sounds
Figurative language



Idea - Answering questions: In this game, players must answer questions. Each round, one player collects the answers, reads them aloud, and guesses who said what.

Idea - Figurative Language: If a question includes figurative language, discuss the meaning with your child and work together to answer the question.

Idea - Conversation: Have your child focus on their speech sound(s) when answering questions. You can even record their answers in voice memos, listen together, and talk about the accuracy their speech sounds.

5 Second Rule

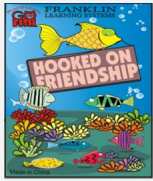
Categorization
Vocabulary



Idea - Categorization: In this game, you're given a category and must name 3 items in that category within 5 seconds. You may choose to do this without a timer or change the rules to see how many words in that category you can think of in 1 minute by working together.

Social Skills

Click within each box to see the game on Amazon



Go Fish: Hooked on Friendship

Social/emotional skills
Friendship

What is it? This game focuses on how to make friends and be a good friend.

Go Fish: Swimming Toward Self-Control

Impulsivity
Self-control



What is it? This game utilizes techniques for self-control, including pausing to think about possible consequences, delaying gratification, self-talk, and problem solving. It's great for children with ADHD or any other child who has difficulty with self-control.



Mad Dragon
Anger control
Turn taking

What is it? This is an UNO-style game that teaches how to control their anger in the moment through practice of 12 anger management techniques. Players learn to understand what anger looks/feels like, avoid anger-provoking situations, and express their feelings.

Social Skills - 6 Board Games Set

Morals, manners,
showing emotions,
managing emotions,
empathy, friendship



What is it? Each of the 6 board games targets a specific social skill. This is a group game, so get the whole family involved!



My Feelings Game

Expressing emotion
Self-regulation

What is it? This game provides opportunities for you and your child to talk about how to recognize feelings in themselves and others, as well as how to cope in socially-appropriate ways.

How I'm Feeling Cards

Emotions
Conversation
Grammar/Syntax (verbal)
Vocabulary



What is it? This isn't a game, but it's a great conversation tool, especially if your child has difficulty expressing emotion. Simple sentence completion prompts will help your child communicate thoughts and feelings.
Examples: I get annoyed when...; I feel different when...; I feel proud when...

Books

Books are great for children of all ages. Reading with your child promotes speech and language development.

Links to resources with tips on how to read with your child to best promote speech and language development

<http://www.hanen.org/helpful-info/articles/promoting-language-with-books.aspx>

<https://www.healthlinkbc.ca/health-topics/ta7018>

Links to lists of recommended books by age

Young children: <https://aaspeech.com/reading-list-for-early-speech-and-language-development/>

Elementary - High School: <https://www.scholastic.com/parents/family-life/social-emotional-learning/development-milestones/language-literacy-among-8-10-year-olds.html>

Links to lists of recommended books by speech sound

<https://kidmunicate.com/100-childrens-books-for-speech-language-development/>

Preschool: <https://www.speechsproutstherapy.com/2015/01/sound-loaded-storybooks-for.html>

Link to a list of recommended books by language skills

Go to "Filter or Search Books": <https://booksharetime.com/books#>

Thank you!

Please reach out with any questions or for more ideas on how to support your child's speech and language at home.

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