

CALT – ADVICE SHEETS

DEVELOPING ORAL LANGUAGE SKILLS THROUGH GAMES AND ACTIVITIES ***(Printable resources included)***

Charades

Write down words and phrases on separate pieces of card.
Choose a card. Act out the word or phrase for others to guess.

Picture time

Make a squiggly picture together.
One of you draws a squiggly line and then the other adds to it to turn it into a picture.
The first person adds a bit more and so on until you are both happy with the picture.
Talk about what you have created.

Story time

Take turns to add different parts of a story so you build a story together.

There once was..
Who lived..
He decided to..
He met a..
They went to..
Then something amazing happened..
So then they..
And in the end..

I'm going to the seaside

In this game, the rule is you can only take something to the seaside if it begins with the letter 's'

Take turns – "I'm going to the seaside and I'm going to take my scooter" .. I'm going to the seaside and I'm going to take my socks" .. "I'm going to the seaside and I'm going to take my....."

Keep going until you run out of ideas or someone makes a mistake, then change the letter and play again.

Sentence starters

You begin a sentence and someone else finishes it. Decide whether it's silly or sensible:

Chicken is my favourite...
One day I ate an enormous...
In my garden I saw a...
I won an amazing...
The clown I saw was juggling...

Favourite things

Play a game sharing your ideas of favourite things. Ask the child what their favourites are and in turn tell them yours.

My favourite food is...
My favourite TV programme is...
My favourite day is...
My favourite book is...
My favourite sport is...

Guess my monster

Look at the images on the A4 sheet (*resource provided*). Player 1 chooses a monster (*don't tell the other player which one has been chosen*). Player 2 asks yes/no questions about the monsters on the sheet until they have worked out which monster was chosen.

Take turns to choose a monster and play the game again.

Three good things

Have a conversation. "Can you think of 3 good things you did today?" Ask further open questions related to the answers to continue the conversation.

Riddles

Tell riddles, guess the answer:

It's an animal, it has stripes, it's black and white...
It's a food, it's round, it's crunchy, it grows on trees, it begins with "a" ...

You use it to eat with, it has a round bit at the end, you can stir your tea with it...

Would you rather

“Would you rather be a wizard or a ninja?” “Would you rather have no teeth or no hair?” “Would you rather give up screen time or sweets?”
The game is all about choosing a side and justifying your preference.

The odd one out

Which is the odd one out? Ask the player to explain why:

E.g.

Sheep, cow, chicken, lion

Apple, orange, grapes, carrot

Chair, table, sofa, hat

Cabbage, yoghurt, potato, broccoli

Football, rugby, judo, cricket

Jabber Jabber

Think of a sentence for the following words but replace the words with *jabber jabber*. Can you guess the missing word?

Hat – you wear a *jabber jabber* on your head

Cook – I like to *jabber jabber* my dinner

School – I love going to *jabber jabber*

Swing – the *jabber jabber* is my favourite thing at the park

Swim – my friend Joe can *jabber jabber* like a fish

20 questions

Player 1 thinks of a word. Player 2 has 20 questions to work out what player 1 is thinking of. Answers must be yes or no.

Answers must be truthful.

I went shopping

Player 1 starts the games by saying, “I went shopping and bought a banana”. Player 2 repeats the sentence said and adds another item e.g. “I went shopping and I bought a banana and some eggs”.

Continue and keep adding more items to the list. The game could be made easier by having objects or pictures for players to refer to.

The game can be extended by asking the children to buy, for example, objects in alphabetical order e.g. “I went shopping and bought an apple, a ball, some carrots...” etc.

Simon says

Give instructions which must only be followed on the command “Simon says”, e.g. “Simon says touch your knee”, “Simon says clap your hands”. If the name Simon is not used at the beginning of an instruction the player is out e.g. “Stand on one leg”.

What’s inside the mystery box?

Place an object in a closed box. The players must ask questions to try and work out what’s inside.

Hedbanz emotions activity

To play:

1. Shuffle the emotions cards and place them on a stack face down in the middle of the table.
2. Each player selects a card from the stack and tucks it into their elastic headband (facing out) without looking at it. Now everyone can see which emotion each player has, except their own
3. Starting with the youngest player and proceeding clockwise around the table, take turns to ask one question about the card on your head as you try to figure out which emotion you have, you must not however use the actual emotion word. For example, you might ask, “Would I feel like this if I won a game of soccer?” “Would I have tears if I felt this way?” “Did I feel like this when I fell out of bed?” The other players answer yes or no.
4. When a player feels confident that they can identify their emotion, they may take a guess on their turn. The first person to identify their emotion is the winner of that round. The other players can then keep taking turns to ask questions about their emotions card until all emotions have been identified (resources provided: emotions cards).

Tell a story conversation starters

To get started, introduce the week-long challenge;

1. Announce that the family is going to work together to create stories each night at dinner.

2. One person in the family will read the prompt (the resources can be found below)
3. Everyone takes a few moments to think about the prompt.
4. The person sitting to the right of the reader will start the story.
5. The storytelling continues with the person sitting to the right of the speaker.
6. Continue around the table until the story has a great conclusion
7. After you are finished with your story, spend more time talking about the feeling or emotion that was highlighted in the prompt.

(Resources cards provided)

Games available to buy

Hedbanz

A great game for developing vocabulary, describing, categorising and developing turn taking



Articulate for Kids

A describing game



Guess Who

A good game for developing questioning skills

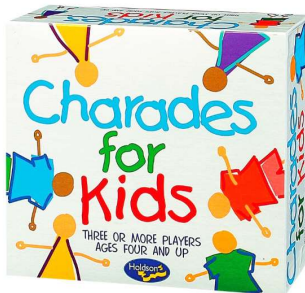


Chatterbox

A game where you pick a category card and think of words beginning with


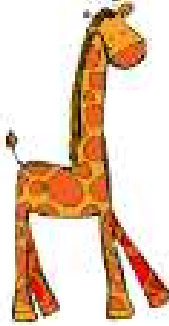
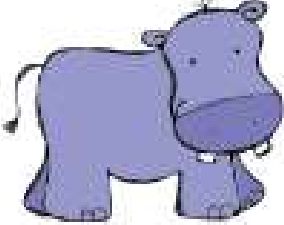

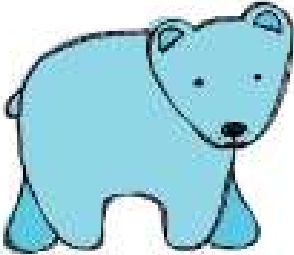
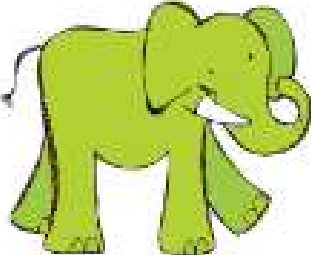


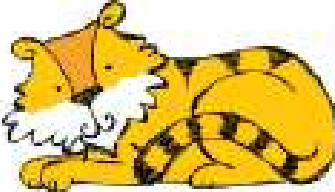


Kids Charades



Resources

Animal cards for Charades

 <p>lion</p>	 <p>giraffe</p>	 <p>hippo</p>
 <p>alligator</p>	 <p>bear</p>	 <p>elephant</p>
 <p>monkey</p>	 <p>snake</p>	 <p>tiger</p>

Action cards for Charades

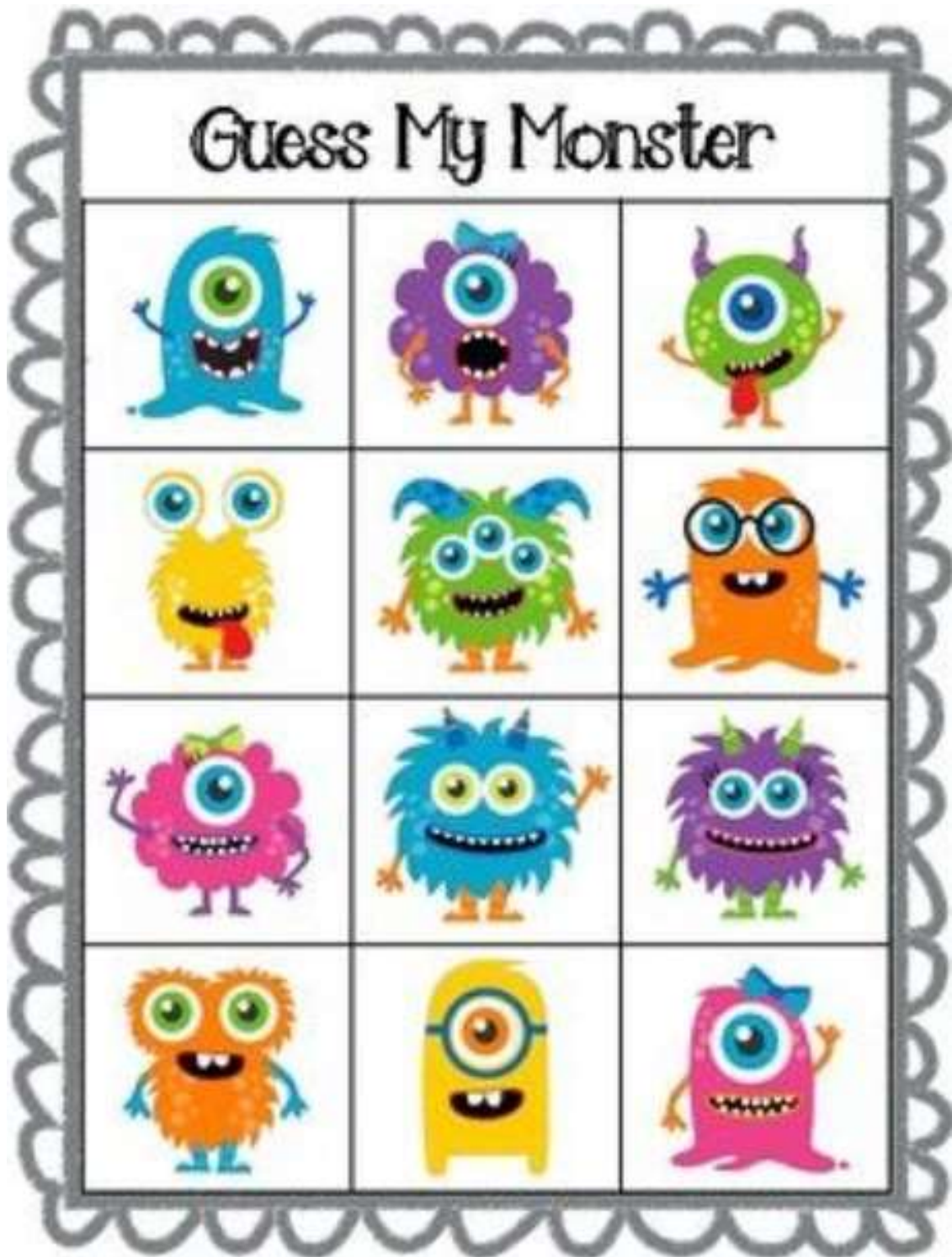


Activity cards for Charades

You are walking a dog.	You are reading a book.
You are dancing.	You are taking a photo.
You are playing the piano.	You are running.

You are riding a bike.	You are eating an ice cream.
You are talking to a friend.	You are playing football.
You are taking a shower.	You are eating soup.
You are sleeping.	You are skipping.
You are crying.	You are waving to a friend.

Guess my monster activity



Headbanz: emotions cards activity

I am angry.



I am embarrassed.



I am nervous.



I am happy.



I am annoyed.



I am excited.



I am proud.



I am sad.



I am surprised.



I am worried.



I am hurt.



I am scared.

