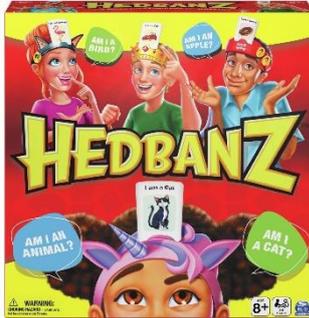


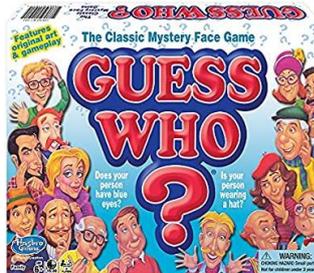
## Some favourite games to aide in stuttering speech therapy for school aged children



### Hedbanz

This is a fun game in which each player tries to guess the identity of a thing or person located on their headband. Typically, a child would speak in sentences, for example asking questions of their opponent that help them to guess the identity of an animal or object located on their headband. A variation that encourages a child to say several sentences in a row, is for the child to try and say as many sentences in a row as they can that will lead their opponent to guess the identity of the person or thing on their own (the opponent's) headband.

A make-at-home version requires parent and child to write down some names of people known to the child, for example in their class or in the family, as well as to find some pictures or photographs of a range of objects like Lego, animals, toys, every day household objects, fruit, vegetables, or animals. The pictures can be put onto cards (replacing the need for the headband) or simply attached to the players' foreheads with Blu Tack.



### Guess Who?

The original *Guess Who?* game requires a player to try to guess the identity of one of the opponents' characters. This game is suited to children asking a sentence at a time, for example "Does your person have blonde hair?", or "Is your person wearing sunglasses?".

For a made-at-home variation of this game, the parent and child together can draw or select from pictures on the Internet 2 identical sets of 21 pictures, making 42 altogether. The two sets (42 pictures total) are then pasted onto small cards approximately 5cm x 5cm in size. One set of the 21 cards is allocated to each player. Players sit back-to-back with their opponent, so that neither player can see their opponent's playing cards. Each player then chooses one card to be their 'mystery' card, and arranges the rest of their cards in a 5x4 grid in front of them. The aim is for each player to ask the other questions that might lead to the identity of the missing mystery card. For example, in one turn a player may ask "Does your mystery card have something you can eat?", while another player's question might be "Is your mystery card of a person?". The first person to correctly guess the other's mystery card is the winner.



### **Story Cubes**

This creative but simple game allows children to construct sentences based on a picture they see on the cube. There is flexibility to move from single sentences, to strings of sentences, to entire stories.

How to create your own version: with your child choose some pictures from websites, junk mail, or photographs. Using Blu Tack, stick pictures onto each side of a wooden or plastic block. Repeat this for up to six blocks. A combination of words and pictures can also be used, for example using names of friends or family members. The game is played by having the child toss two (or more) blocks into the air. They then say a sentence using the two words or pictures facing upwards. For example, if facing upwards there is a picture of a computer and the word kitten, the child could construct the sentence "A kitten cannot play games on a computer". The sentences can be silly or serious, and shorter or longer based on the number of blocks that are included in each toss. The parent then has a turn saying their own sentence. A more challenging variation is to try to create a story linking each subsequent sentence to the previous one.

### **Rolling Stories**

Two or more players can play this game. The players each build a story based on what has come before them. For example, player one may begin the story saying anything they choose such as "Once upon a time there was a boy who decided to go for a walk". Player two picks up this story and adds to it, for example saying "When he was walking, he saw something very strange". If there is a third player, they would continue, for example saying "He saw a man hopping down the street while his dog was on a skateboard". If only two players are playing, the story alternates between two people only. The story can get silly! No materials are needed for this game.

### **"I Went Shopping" memory game**

Two or more players can play this game. The players each build a shopping list which gets increasingly long. The aim is to try to make the list as long as possible until one of the players forgets an item on the list. For example, player one might say "I went shopping and I bought some cheese". Player two then is required to say "I went shopping and I bought some cheese, and a box of Lego". The play returns to player one (if only two people are playing). Player one then adds one further item to the shopping list, for example "I went shopping and I bought some cheese, a box of Lego, and some ice cream". The play continues until one person forgets something on the list. No materials are needed for this game.

Think you have some other great ideas for games to play at home with school age children? We would love to hear your suggestion in our comments, or alternatively email our reception team at

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