

# Games

Why use games in to build vocabulary, expressive communication? Because it ritualized, can easily be scripted and it's FUN! During camp we will be playing a few different games that will focus on ritualized, scripted language. Go Fish is very popular because of its use of question forms and simple responses. You may have already played it with children during articulation or language therapy. The following are some suggestions pertinent to Go Fish:

- ❖ Use a deck with common vocabulary items, clear pictures that visually are easy to decipher. The more common vocabulary items (animals, household objects, etc. will be more readily available on the speech generating device. This translates into less adaption or customization.
- ❖ Go Fish decks can be purchased at dollar stores, Target, Wal-Mart, etc.
- ❖ Explain expectations to the child before starting the game so they understand what phrases they will need to generate.
- ❖ Some children will have a customized page for Go Fish, some will have a "game page" and others may be generating entirely off their main page. A suggested hierarchy of progression would be:
  - Customized page with one hit (meaning that a child will have to access only 1 button for a whole phrase)
  - Customized page with two hit buttons (meaning that the child will have to combined 2 cells/hits to generate desired response)
  - Customized page with 2-4 hit buttons
  - Customized game page that requires flexibility on the user and listener because messages may be general in nature (may use "I want" versus "Do you have \_\_\_\_?")
  - Main page – again child may need to use general language to build a novel utterance. He may be using this page because he doesn't have a customized page and needs one, or is transitioning away from customized pages because of the level of his/her abilities. His therapist/family may be pushing him to use his main page in more situations.

## Target phrases for Go Fish

*(Several different combinations are provided which will depend on child's vocabulary and communication level)*

- My/your turn
- "Do you have a \_\_\_\_?" ■ "You have \_\_\_\_?" ■ "mom, \_\_\_\_?"
- "No, I don't have a \_\_\_\_" ■ "I have no \_\_\_\_" ■ "no \_\_\_\_"
- "Go fish!"
- "yes, I have a \_\_\_\_" ■ "I have \_\_\_\_" ■ "yes \_\_\_\_"
- "I have two/three \_\_\_\_!" ■ "two/three \_\_\_\_!" ■ "two/three!"
- "I win!"