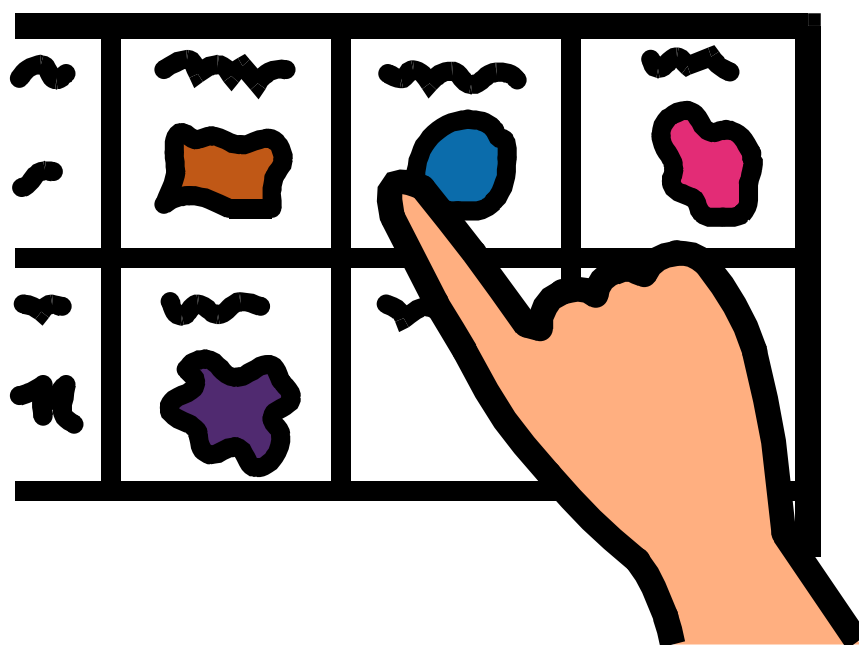


Initial Sounds Game

A game to develop awareness of initial sounds and
also improve social skills



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How to play Initial Sound Token Game

This game is designed as a fun way of consolidating a child's knowledge of initial sounds. It would best be played by a group of four children with adult support and is designed to help children with Special Educational Needs develop co-operative and social skills while learning initial sounds.

You will need a dice and four counters. On the table are the game board and two piles of cards: 'smiley' cards and 'oh no' cards. Children take it in turns to throw dice and move counters.

The object of the game is to collect as many tokens as possible (thus promoting a little bit of touch counting at the end!). If a child lands on a 'smiley' or an 'oh no' square they take a card for the supporting adult to help them read. The 'smiley' cards are designed to encourage the child to make choices as they include cards which involve giving tokens to a friend of your choice. These cards also include supportive symbols, to assist non readers, in the colourful PCS™ format. If the child lands on a letter square the supporting adult should help them identify the initial sound (if this is required) and ask them if they know a word that begins with that sound. If the child is able to respond in a correct manner they should be praised and given an extra two tokens. If they make a good attempt the adult should say 'that was a good try' and give them one token. This ensures that all children who play end up with some tokens.

PCS Symbols ©Mayer-Johnson

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Additional information

Included in this PDF file are:

A 'How to Play' sheet

An A4 Game Board to print out and laminate. **PLEASE NOTE THAT YOU WILL HAVE TO ALTER YOUR PRINTER SETTINGS TO PRINT OUT THE GAME BOARD SUCCESSFULLY AS IT IS IN LANDSCAPE FORMAT.**

An A4 sheet of tokens: for children to collect (I suggest that you print, cut and laminate 2 copies).

An A4 sheet of 'smiley' card backs: to be stuck to the smiley cards to make them easily identifiable to the children (I suggest that you print 2 copies).

An A4 sheet of 'oh no' card backs: to be stuck to the smiley cards to make them easily identifiable to the children (I suggest that you print 2 copies).

An A4 sheet of game cards: four 'smiley' cards and four 'oh no' cards (I suggest that you print, cut and laminate 4 copies).

If you wish a copy of this game with Widgit™ symbols (© Widgit Software) please e-mail bevevans@communication4all.co.uk.

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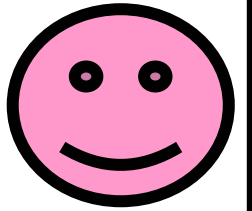
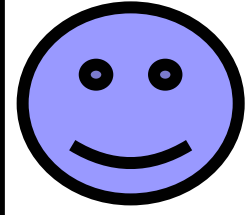


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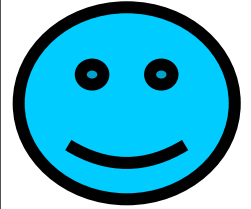


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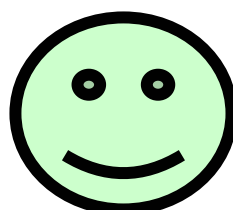
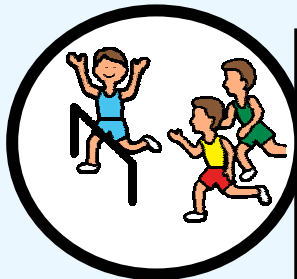
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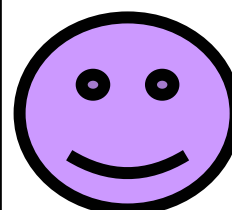
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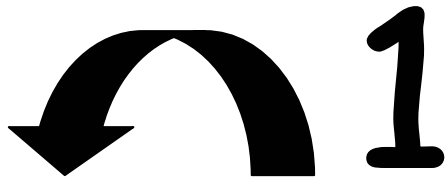


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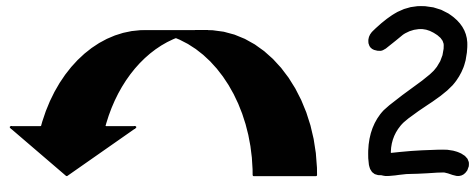


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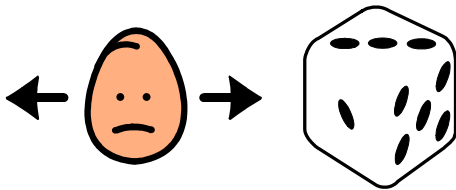
Go back 2 spaces



Go back 1 space



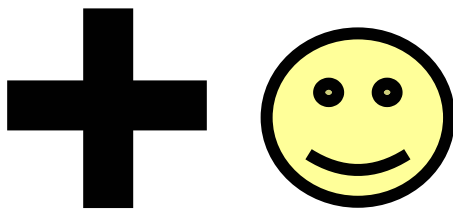
Miss a go



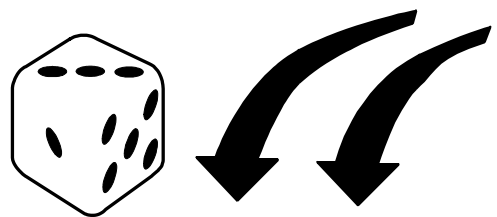
Lose a token



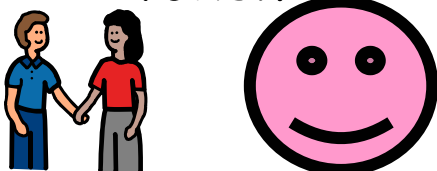
Take another token



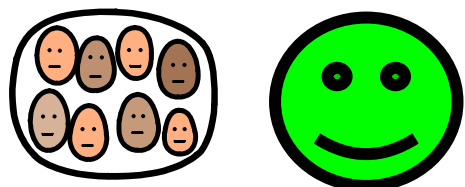
Throw again

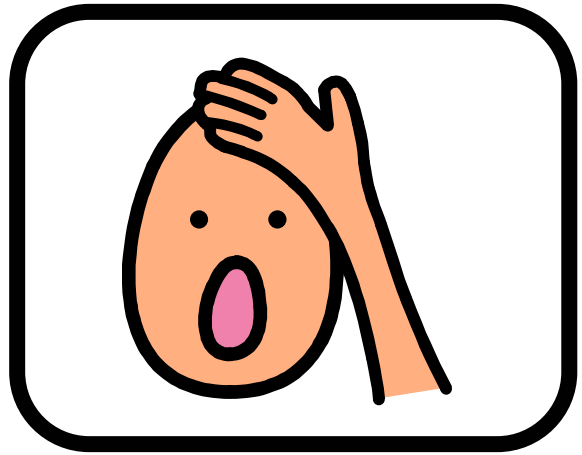
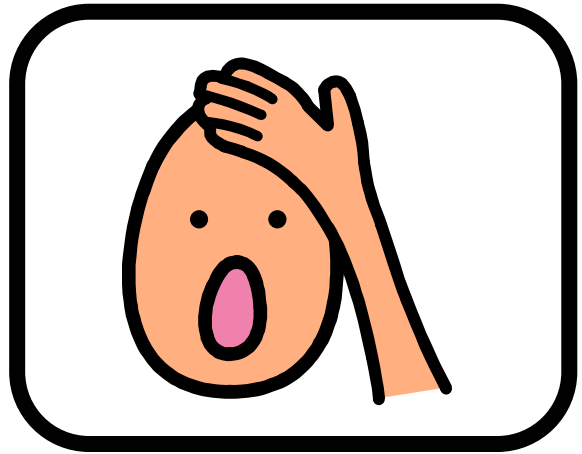
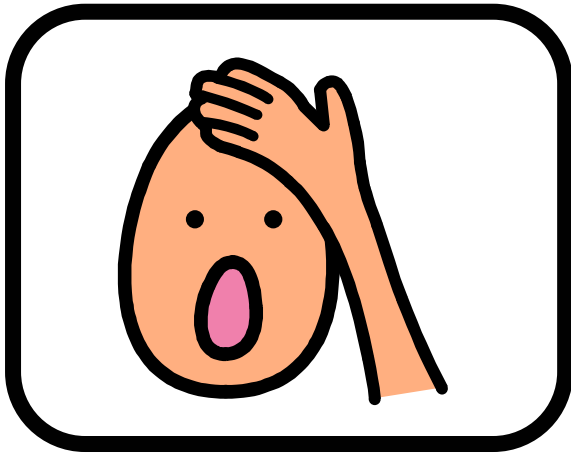


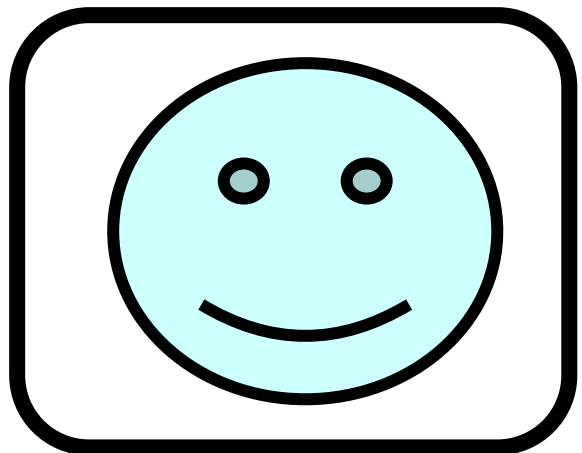
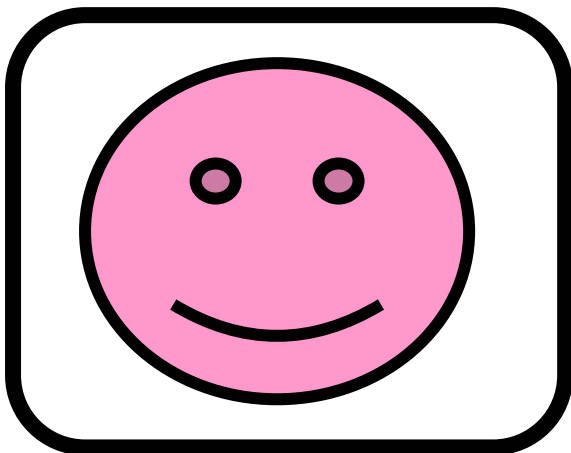
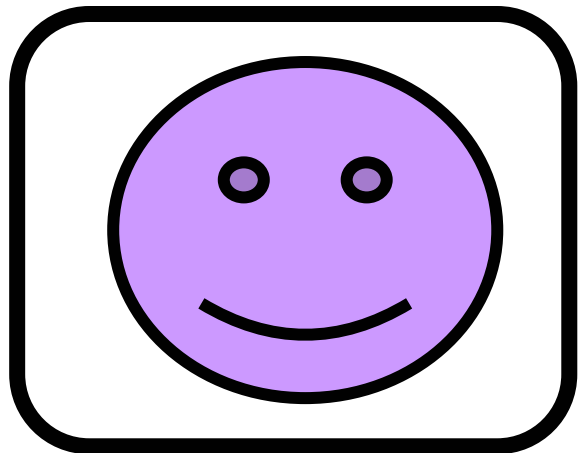
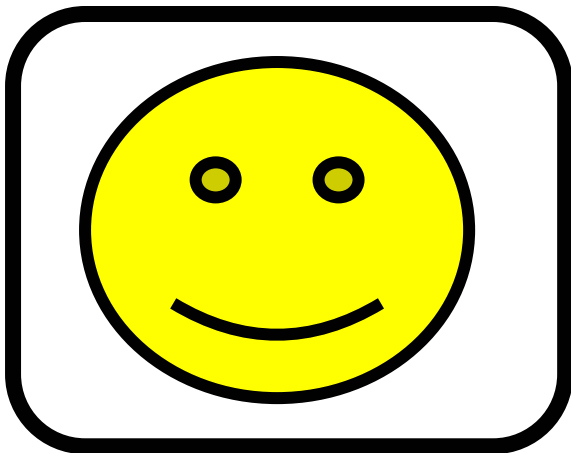
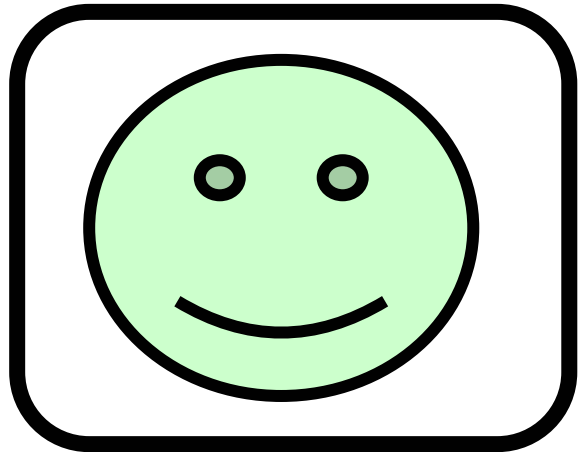
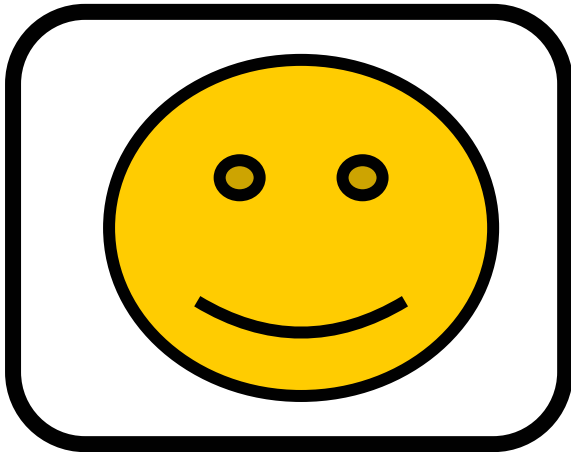
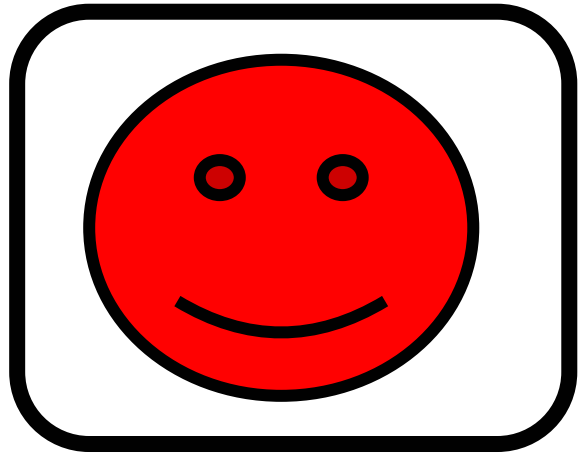
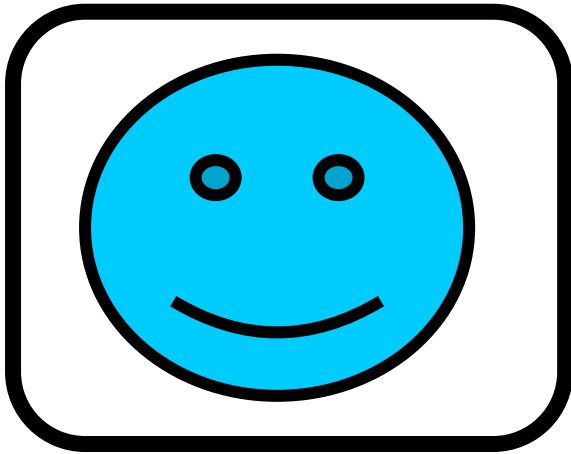
Choose a friend to have another token

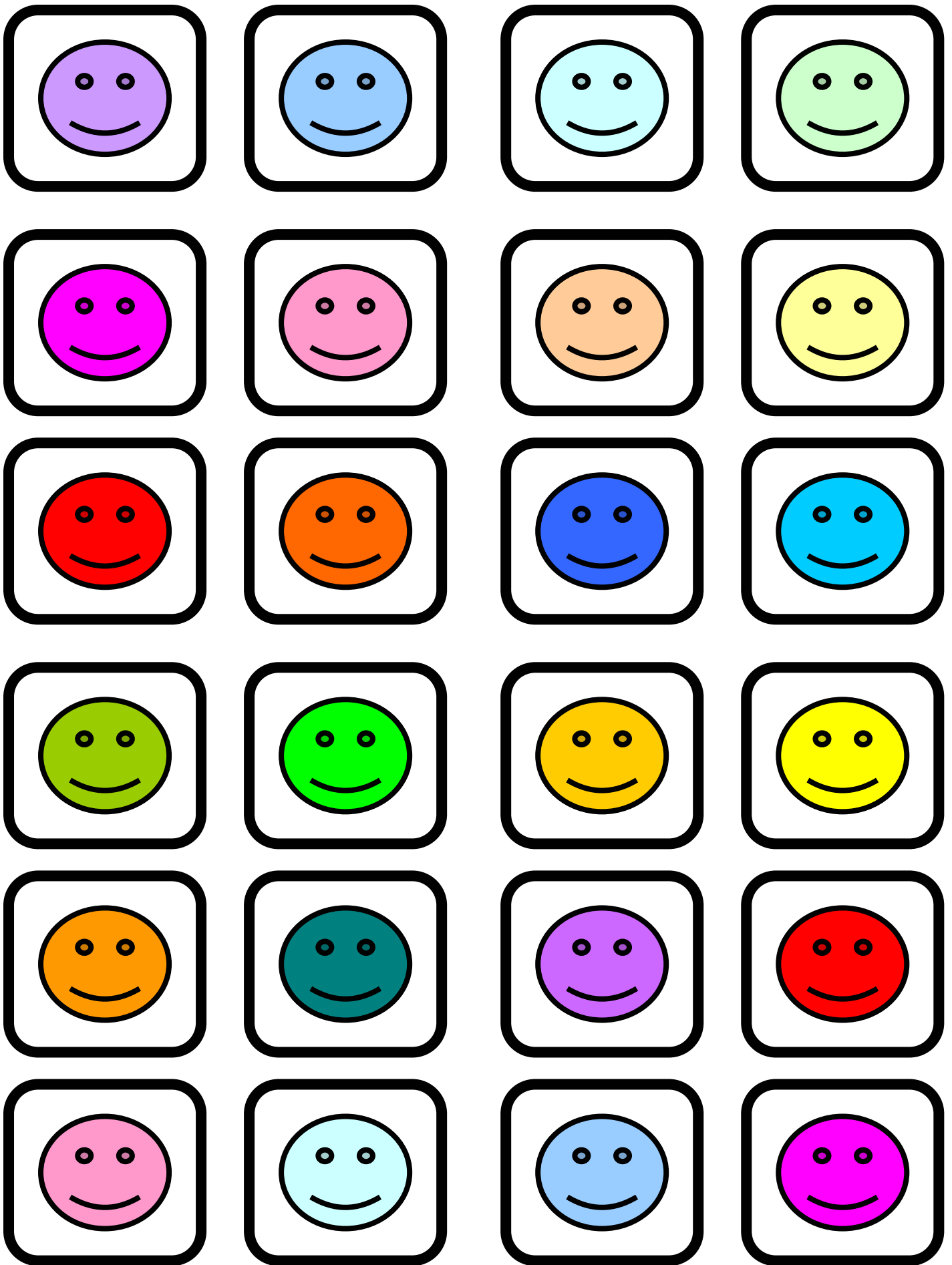


Give everyone another token









Tokens for collecting: a pupil receives two of these every time he can think of a word with the correct initial sound.