

CommTap

Communication Support

Resource Pack for Barrier Games



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Background

[Commmap CIC](#) is a community interest company providing free resources to support the development of speech, language and communication for children and young people.

This resource pack was developed to provide a clear and easy to use package for speech and language therapists to give to parents/carers and education staff to support working on developing vocabulary and word finding skills.

How to use this resource pack

It is recommended this resource pack is used under the guidance of a speech and language therapist who has completed an assessment with your child. It is recognised that this is not always possible, so the activities have been designed for you to be able to work through yourself.

The activities are designed to focus on developing vocabulary, concepts and following instructions using barrier games, for children and young people who find this area of language development challenging.

The key is to provide lots of opportunities where the words can be repeated in different situations.

What if I am unsure about how to use the pack?

An instructional video moving through all the steps included in the pack can be found on the Commmap website.

What is available on the Commmap website?

The [Commmap website](https://commmap.org) (commmap.org) provides a variety of free communication resources and advice on developing speech, language and communication skills. There are further speech sound resource packs available for different speech sounds and language elements.

How can I contact Commmap?

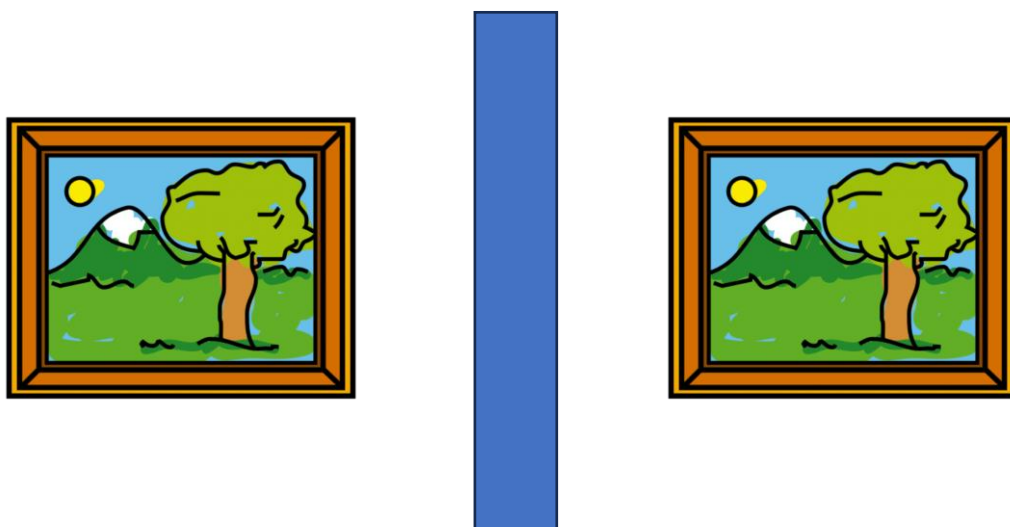
You can complete the [contact form on the website](#), send an email to tap@commmap.org, or use the Commmap Facebook group: facebook.com/groups/commmap.

Barrier games are a specific way of carrying out an activity – this activity can help support the development of understanding language used in instructions, the development of using vocabulary and speech sounds.

Using a barrier game is a helpful way to practice a new skill you have been working on and gives an opportunity to show how well a skill is grasped.

All the resources in this pack can be used in the following way:

1. Print and cut out 2 sets of resources.
2. Place a barrier between the players – this could be a pile of books, or a clip folder stood up on end so you can't see each others' set of pictures.
3. Explain to your child/young person that you are each going to take turn at giving a set of instructions for the other person to follow and then lift the barrier to see if you have the same pictures in front of you.
4. Each person lays the resources out in front of them. One person starts giving instructions, e.g. put the cat on the cave, put the goat on the supermarket.
6. Continue until the talker has finished giving instructions. Remove the barrier and check you have the same pictures – discuss any differences or any target words or sounds you were working on.



Barrier games can be changed to target the language, concept, vocabulary or speech sound you are working on.

This pack contains a variety of resources to work on different areas of speech and language development – the resources provided in this pack are no exhaustive and you are encouraged to invent and design your own version of barrier games to target what our child/young person needs.

Remember to praise your child/young person during the barrier game. Give specific feedback relating to what you are working on, e.g. 'You used the animal naming words really well'. 'I heard you use the k at the beginning of words all the time during that game.'

You will need to add either speech sound cards or vocabulary cards to the barrier games which can be found at www.commtap.org

Examples of how you can play the game for different areas of need:

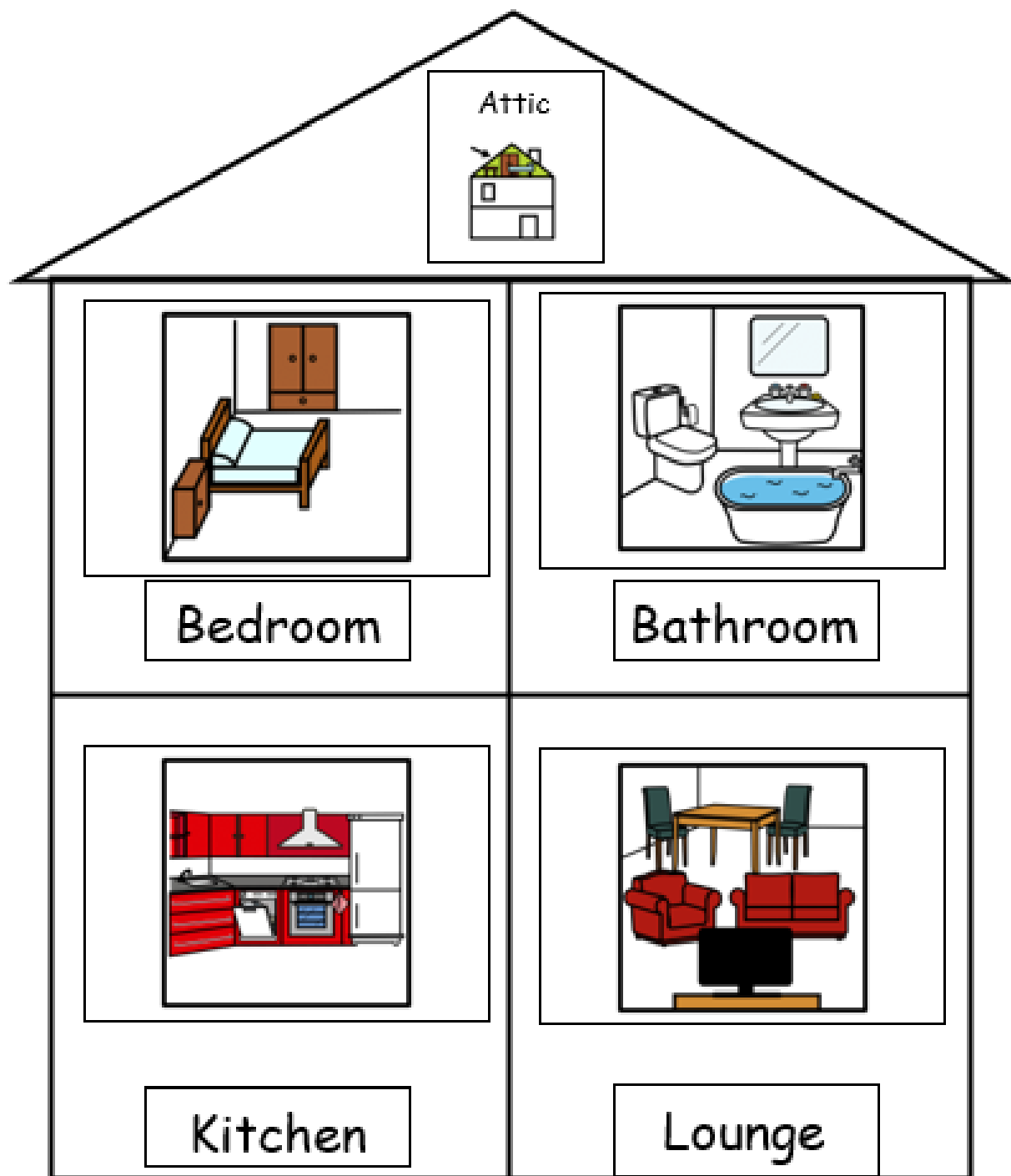
Speech sounds – choose pictures beginning with your target sound, e.g. 's'

Vocabulary – choose pictures from a vocabulary group your are working on, e.g. 'animals'.

Building sentences – use key word pictures to support your child young person to build more complex sentences, e.g. put the big red hat in the kitchen.

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- 1.Prepare 2 copies of the house board game. If you are unable to print, you could draw 2 identical house templates on paper.
- 2.Prepare 2 sets of word cards for your child/young person's target sound or target vocabulary. Use the words provided here, or you can find speech sound and vocabulary pictures to download at www.commtap.org.
- 3.Sit where you are unable to see the other person's house - you could put a screen between you or sit on a different side of the room.
- 4.The first player chooses a picture from their pile and places it in a room in the house. They tell player 2, using a short phrase, where they have put it, e.g. 'carrot in attic'
- 5.Once the first player has filled all the rooms in the house, remove the barrier and together check that both pictures look the same.
- 6.Player 2 repeats the process for player 1 to listen.

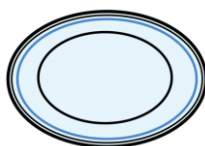




bag



pen



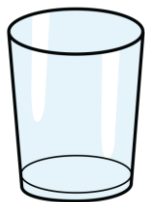
plate



book



saucepan



glass



spoon



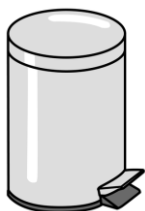
key



fork



apron



bin



brush



cooker



dustpan



kettle



hammer



guitar



trumpet



piano



paint



dog



frog



skates



plant



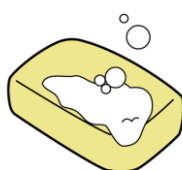
duck



ball



trike



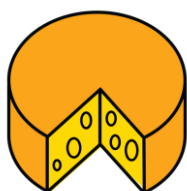
soap



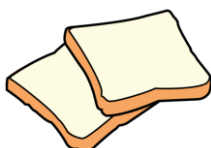
cake



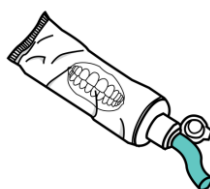
glasses



cheese



bread



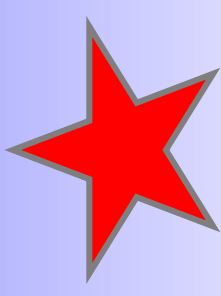
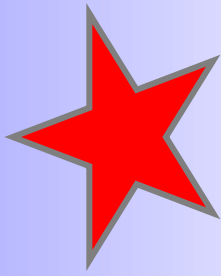
toothpaste



shampoo



toothbrush



Congratulations

You are a super learner!

Certificate awarded to

Name:

Date:

Awarded by: