



Beginning Phrases Games/Ideas

1) “Wake-Up Game” / “Night-night”

Each person in the therapy room takes turns pretending they are sleeping (use the blanket to cover your head). Do not wake up until some attempt at a verbalization is made. Target: “Wake up!”

Another version: Have a sleeping child/baby/doll and say, “wake-up.” To make it more fun, cover with a blanket. When child/doll/baby wakes up act excited and happy so he/she is ready to start a new day. Have the client imitate “wake up.” Take turns having everyone that is in the therapy room say “wake-up” and model the act of waking up and then acting happy to start a new day.

(Night-night Game)

This is the same idea as the “wake-up” game except you are putting the child/doll/baby to bed and saying, “good night.” You will want to sing a lulla-bye to the baby and then say “good night or night-night.” Take turns going through the routine of the game with all people in the therapy room.

2) “That’s Silly” or “That’s Funny!” Game

Find objects or pictures of silly/what’s wrong with that picture things and correct/normal things. Begin by reviewing the pictures and saying, “that’s silly” or “that’s right.” Then show one picture/object at a time to the client and prompt them to say/imitate the correct phrase: “that’s silly,” or “that’s right.”

A Variation: For ADVANCED listeners only! Tell them a short 2-5 word phrases, i.e. the purple dog ran. Or say a correct phrase, “the brown dog ran.” Have them tell you “that’s silly,” or “that’s right” after each phrase they hear. Take turns making them up and labeling them “silly” vs. “right.”

3) “Come on!”

Play a game with the little playschool people or any toy people or animals you have. Have them talk/play with each other (you can use other therapy targets when doing this and incorporate them into play). Then stop the props from playing and have one of them say, “come on!” Model the action of stopping what he/she is doing and leaving (hide behind your back or under the table, etc.). Then take turns with everyone in therapy modeling the “play,” having one prop say, “come on!” and then the toys stop and leave. Once the client sees this a few times, help him/her to try to act out the scenario and get your client to say/imitate, “Come on!” (Also: when the sessions are over say, “come on!” and really emphasize the phrase. This will help in carry-over into the child’s vocabulary).

4) “Wow! —Look at that!” Game

Use a flashlight to locate different pictures on the wall and say, “Wow! --Look at that.” Each person takes a turn with the flashlight and says, “Wow! --Look at that.”

5) “Stop It” Game

Tickle puppets, stuffed animals, or dolls and take turns speaking for the doll/animal and say, “stop it!”