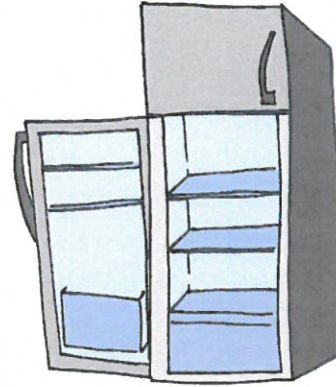
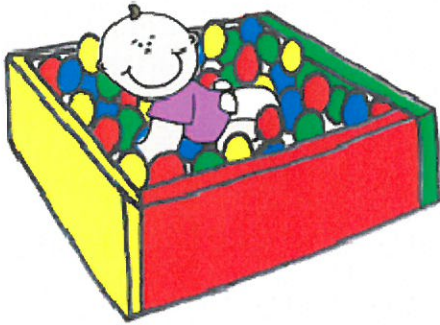




2 Word Level Pack



This pack should only be used under the guidance of a Speech and Language Therapist

Original Concept by Karen Stockman and Helen Jones
Updated by Karen Stockman and illustrated by Nicky West 2012
Updated by Rona Gaffney and Helen Sainty 2015

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Name: School:					D.O.B:	
Overall aim(s)	Where am I now?	What will I achieve?	Outcome	Actual Outcome		
To help the child improve their expressive and receptive language skills to their full potential	The child is able to understand and use 1 information carrying word level instructions	The child will follow instructions containing 2 information carrying words with 80% success within structured activities. The child will use instructions containing 2 information carrying words with 80% success within structured activities				
Therapy package: Targets will be reviewed as agreed with the speech and language therapist	Timescale: As agreed with the speech and language therapist	Factors contributing to outcome: Commitment from adults working with the child and regularity of practice.				

Please work through the following activities. If you have any questions or feel that the targets have been achieved, please contact the speech and language therapist



Introduction to Comprehension Activities



The following activities are designed to develop the child's understanding of language. Each activity has instructions which contain "key words". These words are underlined and represent the number of vocabulary a child must understand in order to follow the instruction correctly.

NB. For a "key" word to be valid there must be a contrast item.

Example

The child is presented with dolly, teddy, plate and spoon and instructed "Give teddy the plate." They need to understand the 2 words underlined, i.e. that it is teddy not dolly, and a plate not a spoon.

Role Reversal

You may also want to develop the child's understanding of expressive language. This can be done by taking it in turns to give instructions. Initially the child may need a lot of prompting and explanation that he/she is now the "teacher" and must tell you what to do.

If he/she finds it difficult, you could begin by splitting it up into easier stages.

E.g. **A:** "Which one shall we have – horse, monkey or dog?"

C: "Monkey"

A: "What shall we give monkey to eat?"

C: "Cake"





A: "Does monkey want a big cake or little cake?"

C: "Big cake"

A: "So monkey wants a big cake. Can you tell me now?"

C "Monkey wants a big cake"*

General points

1. Ensure the child understands the vocabulary and/or concepts at a single word level.
2. Demonstrate each activity first to the child.
3. Don't split up the instructions as this reduces the level of understanding.

Original Concept by Karen Stockman and Helen Jones
Updated by Rona Gaffney 2015



2 Word Level Activity 1 – Plaster Game



Storyline

The boy, girl and teddy have been playing in the garden. (You can talk about some of the things they have been doing, e.g. Playing football, going in the swings etc.) They have fallen over and hurt themselves. Can you help them by putting plasters on them?

Directions on carrying out the 2 key word instructions:

Place the plasters, boy, girl and teddy pictures in front of the child. Give the child the plasters and then give them the instructions. Use the small picture cards as instructions. For some children, it may be better to give them one plaster at a time.

Instructions containing 2 key words

- ❖ Can you get a plaster for teddy's ear
- ❖ Put a plaster on the girl's hand
- ❖ The boy needs a plaster on his head

Continue with different body parts until all the plasters have been used up!

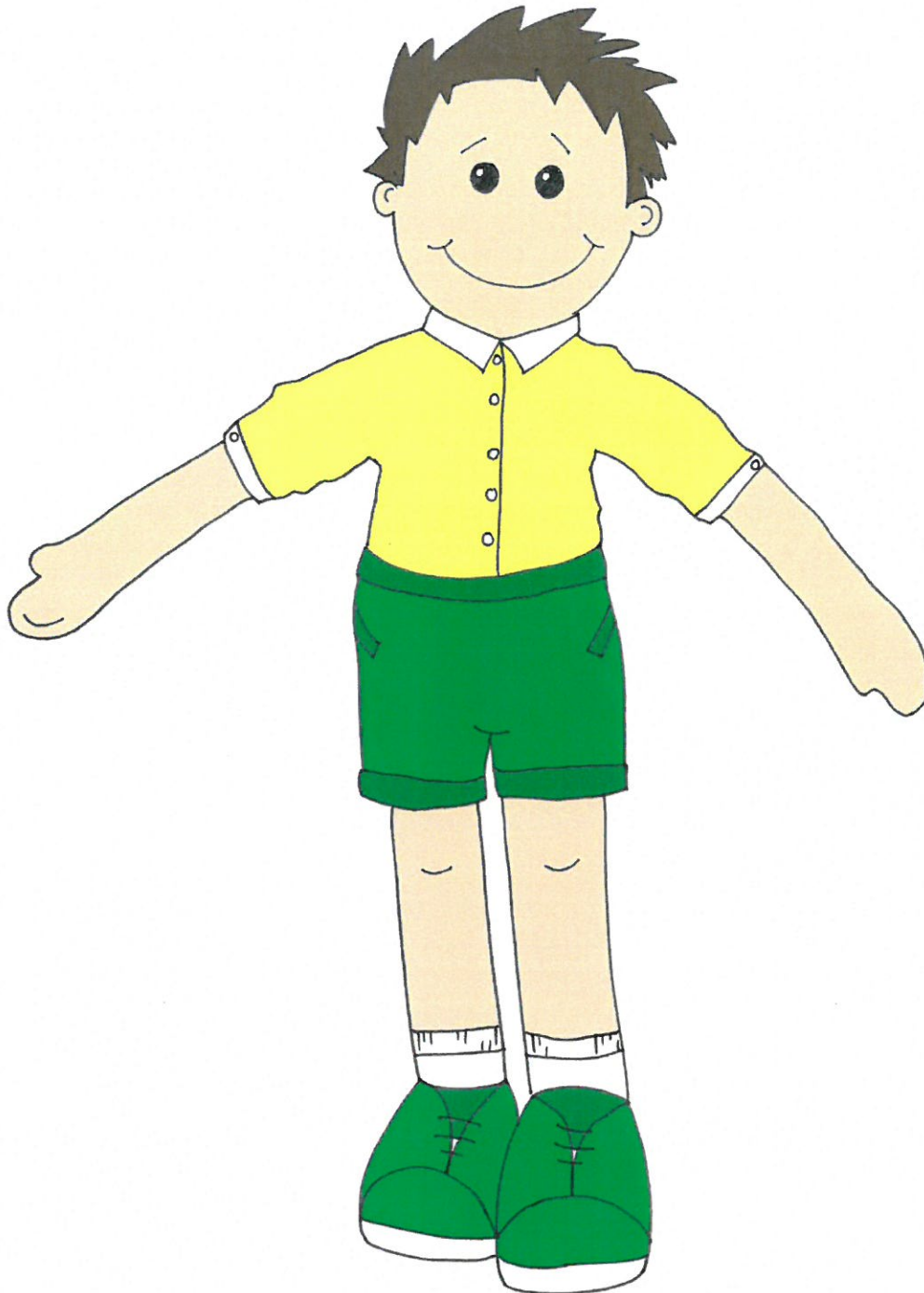
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Activity 1 – Plaster Game



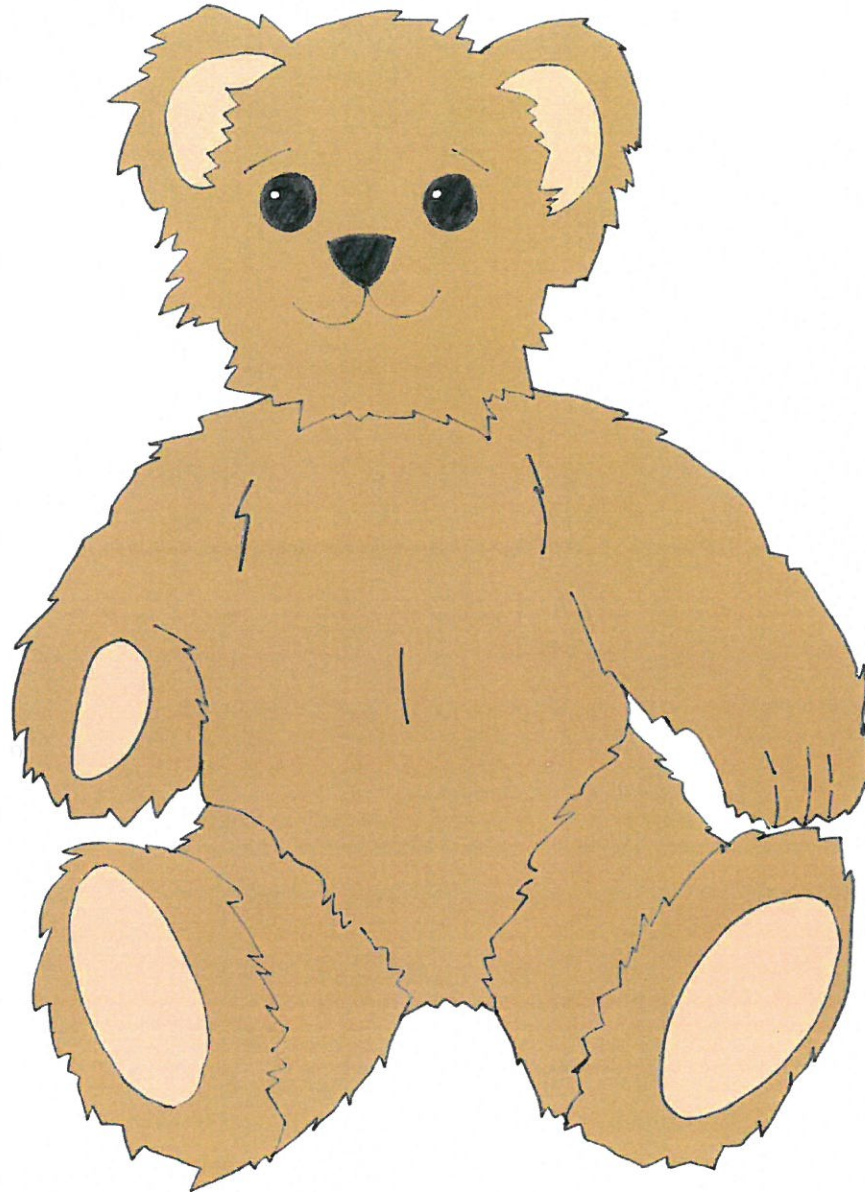
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Activity 1 – Plaster Game



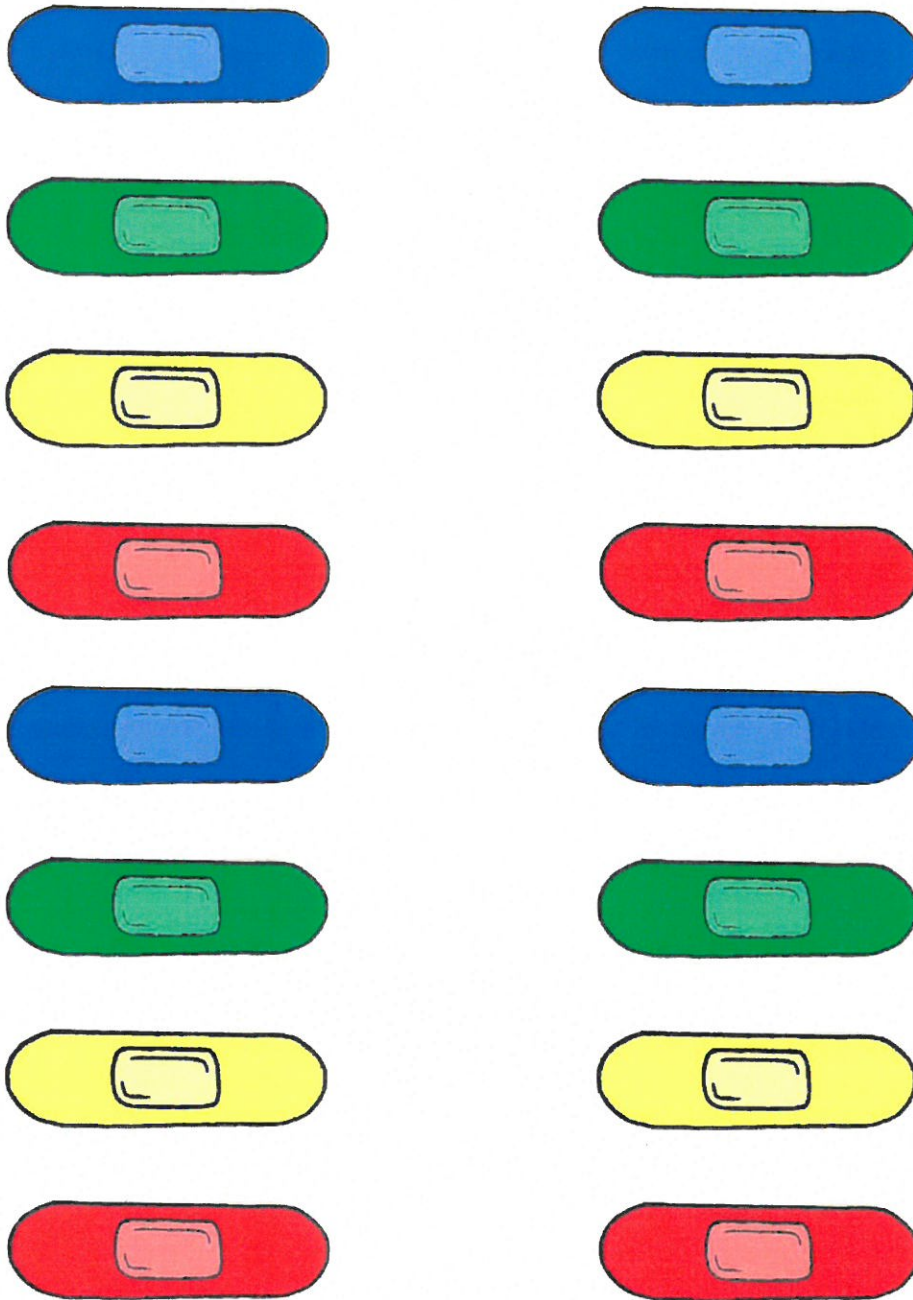
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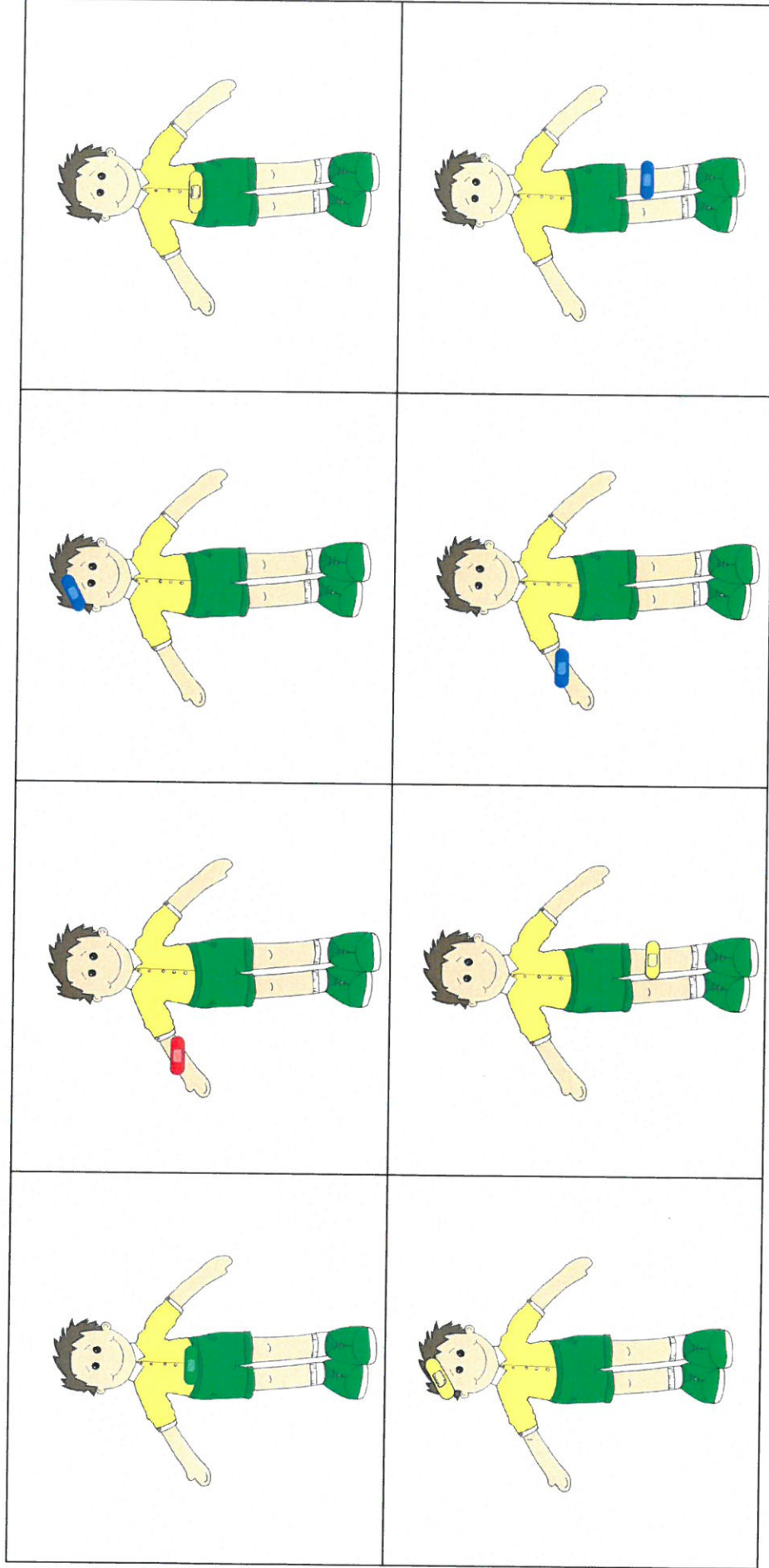


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Activity 1 – Plaster Game

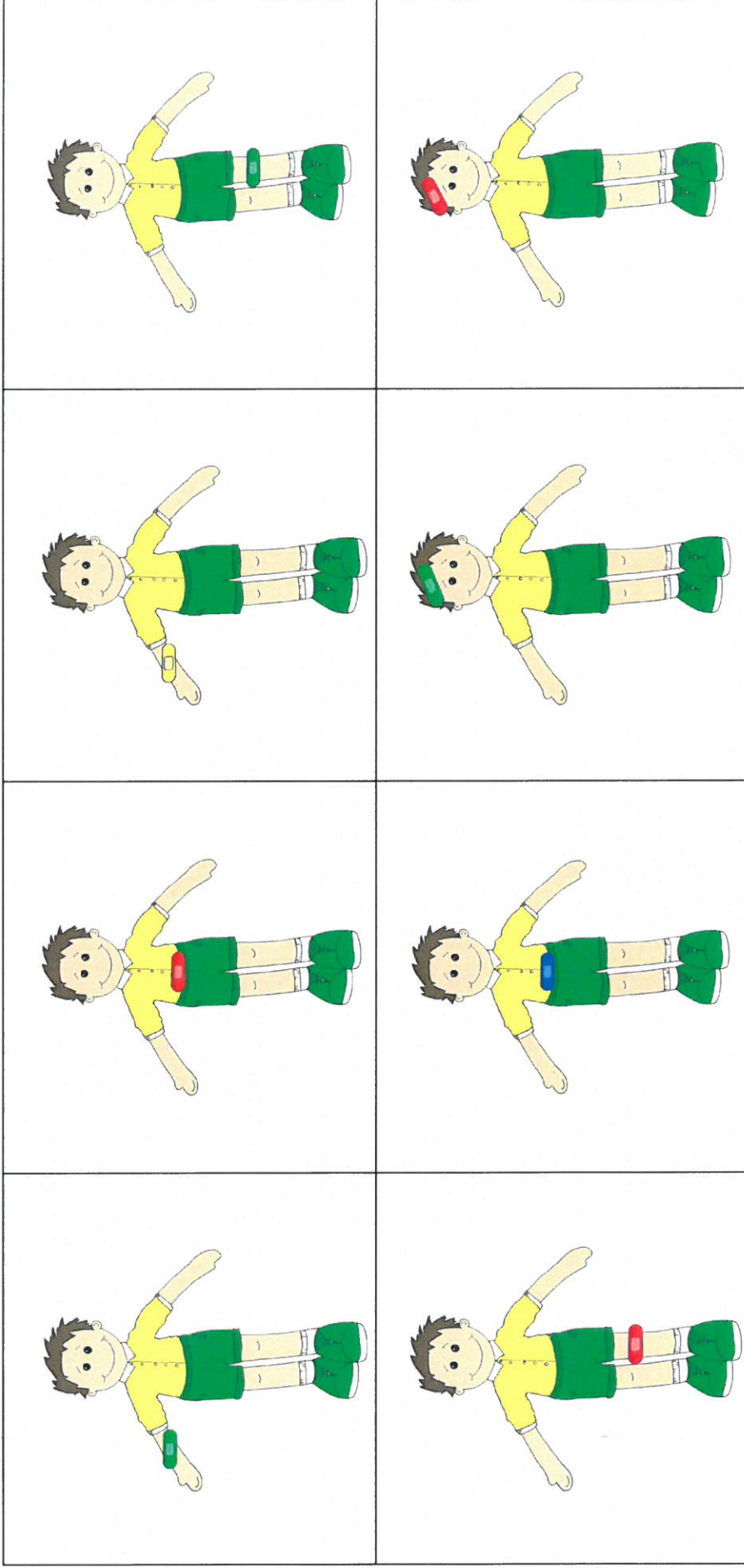


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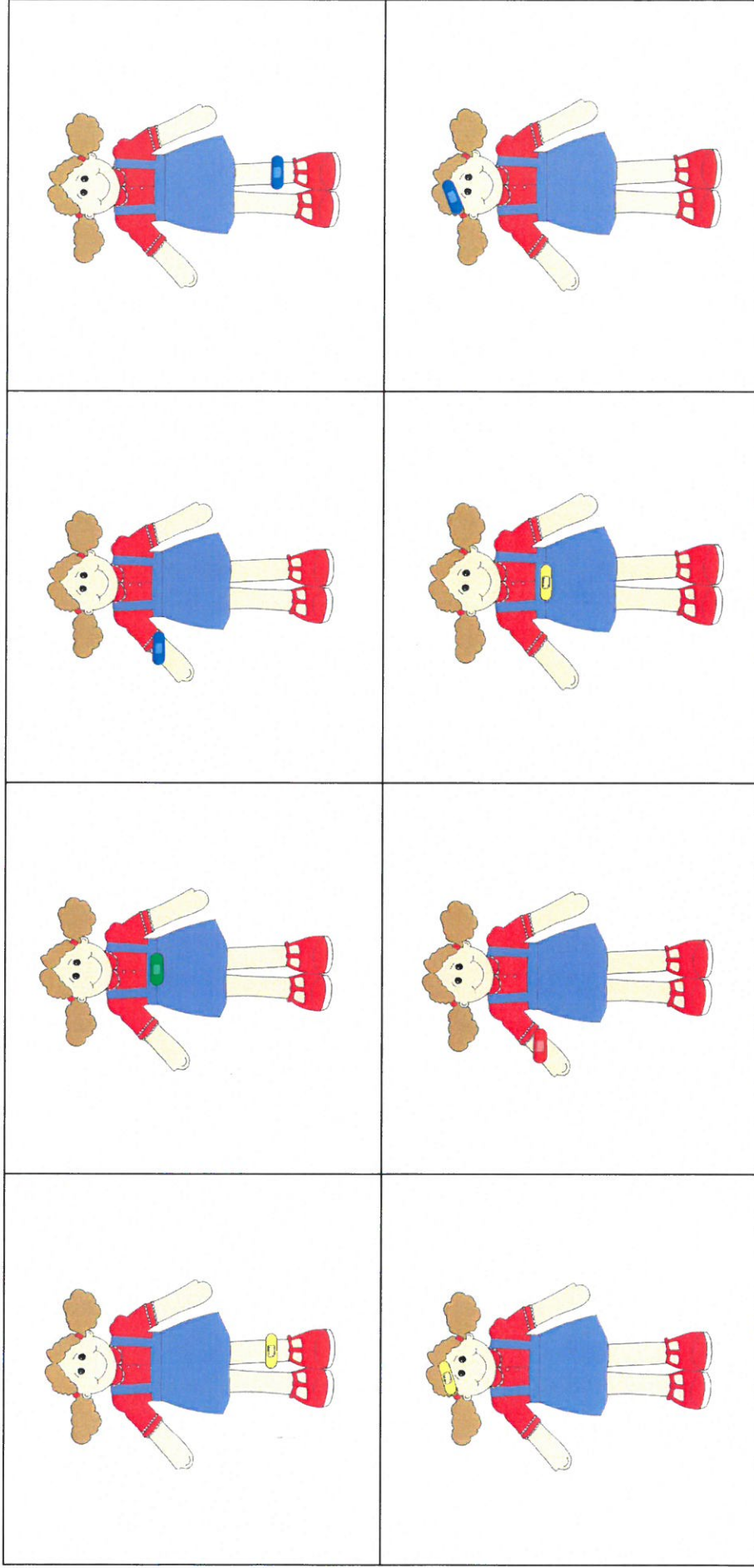


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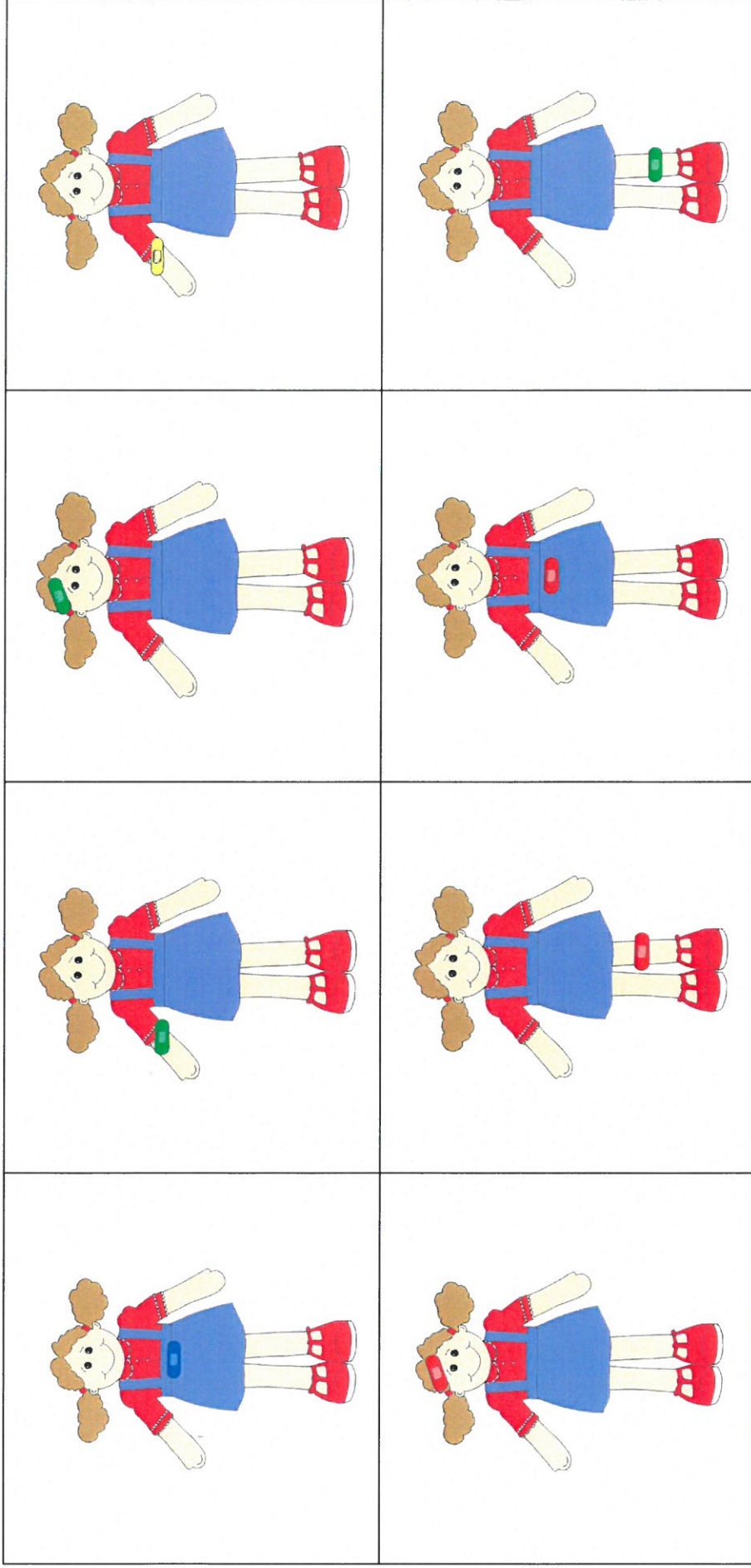


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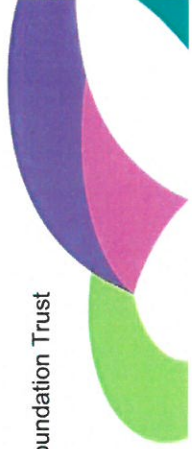
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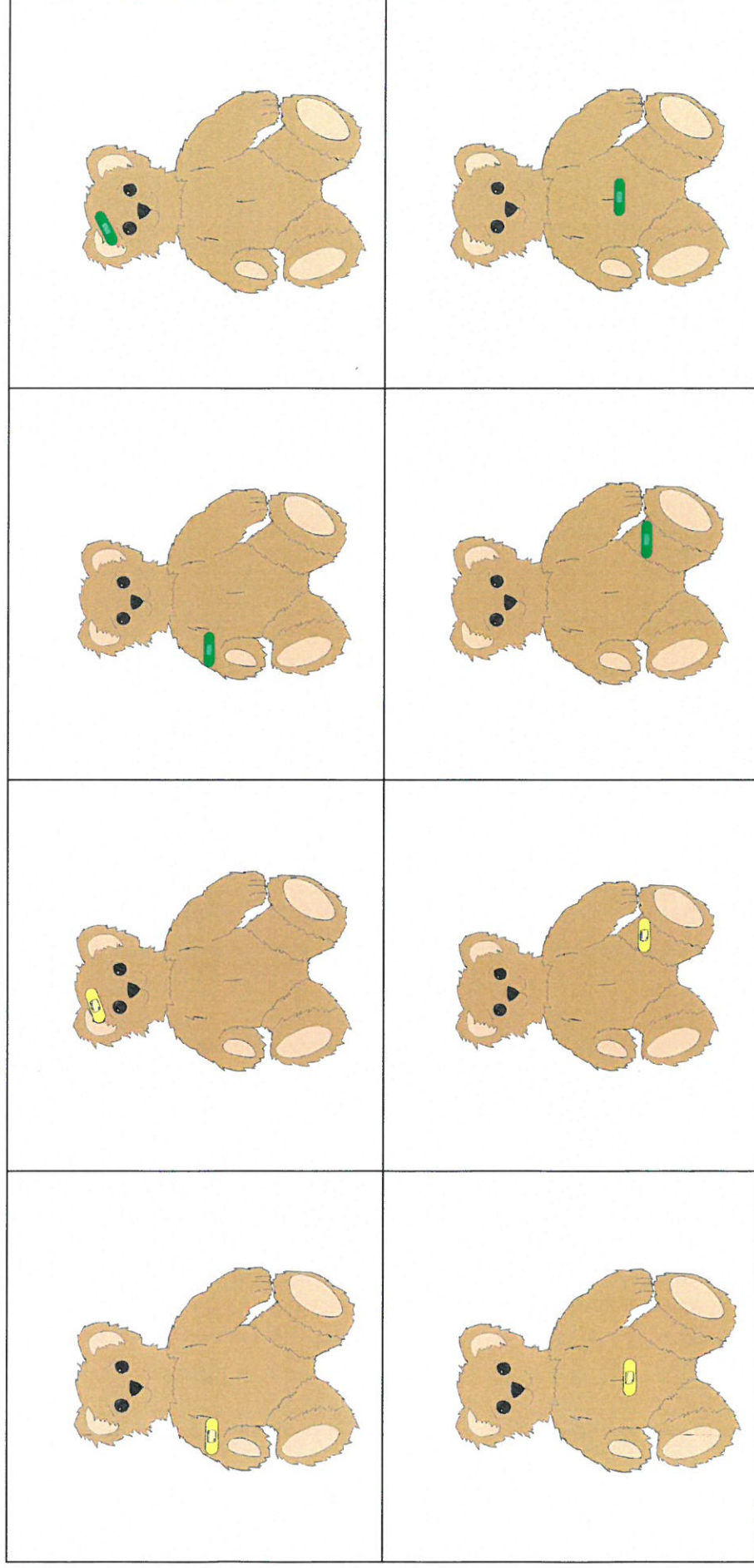


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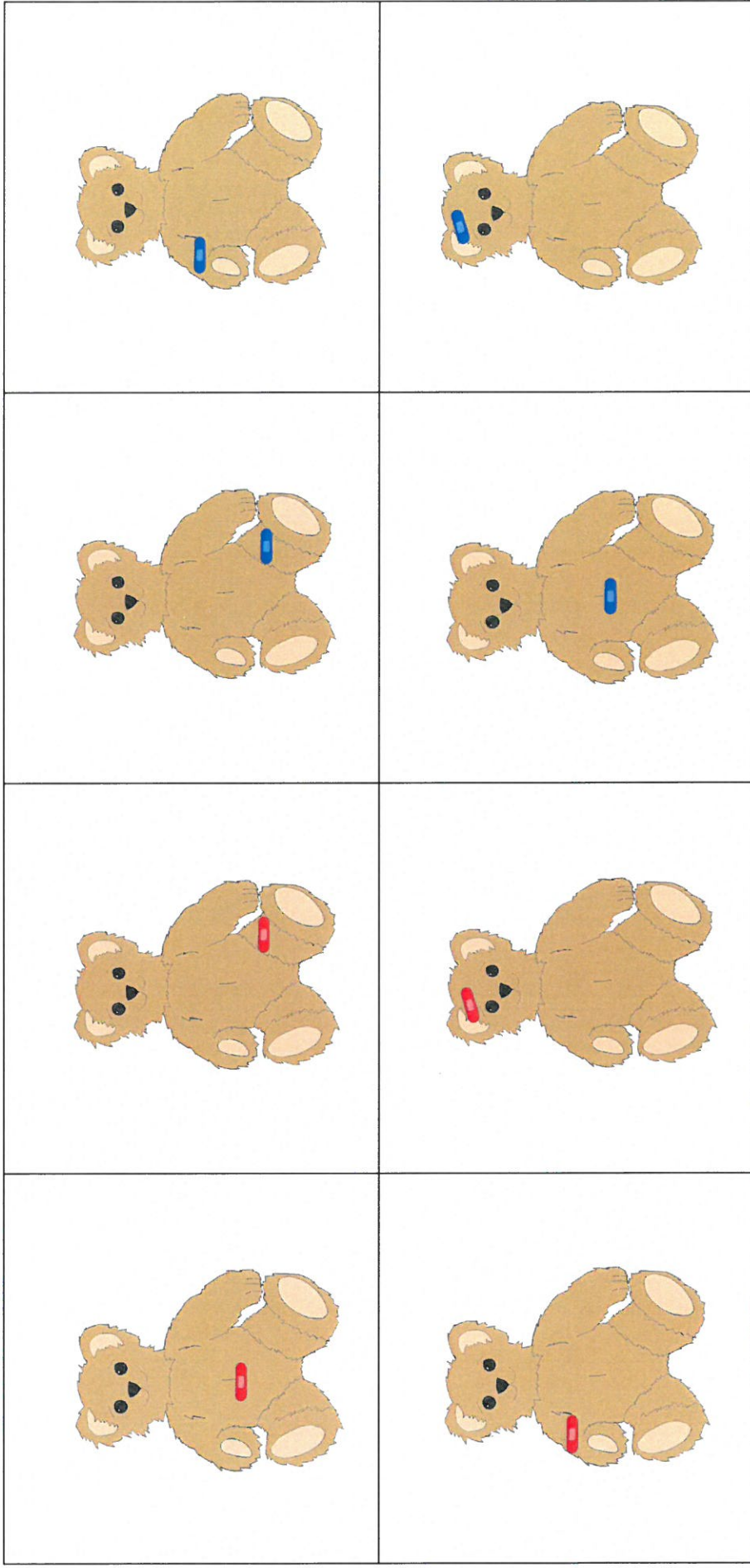


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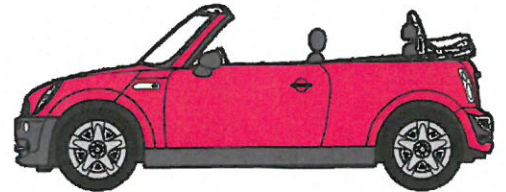
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2 Word Level Activity 2 – Adventure Game

Storyline

The children and their pets want to go on an adventure. How are they going to get there? Can you help them on their journey?



Directions on carrying out the 2 key word instructions:

Place the boy, girl, cat, dog, car, rocket and bus pictures in front of the child. Once the child can follow the instructions 80% of the time, they can be the “teacher” and give you the instructions

Instructions containing 2 key words

- ❖ Put a dog on the bus
- ❖ A boy wants to go in the rocket
- ❖ Put the girl in the car

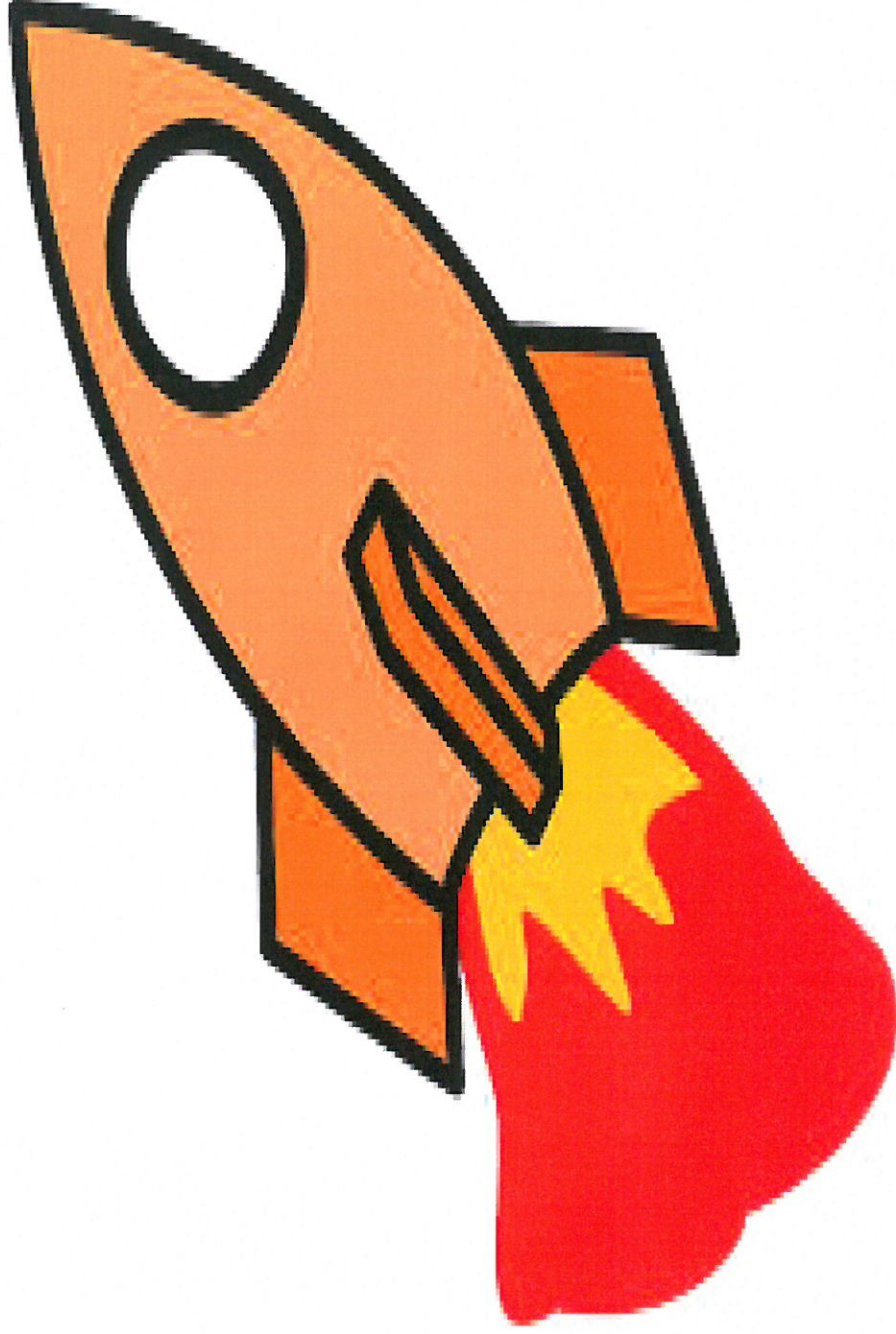
Continue until all the children and animals have been used up!

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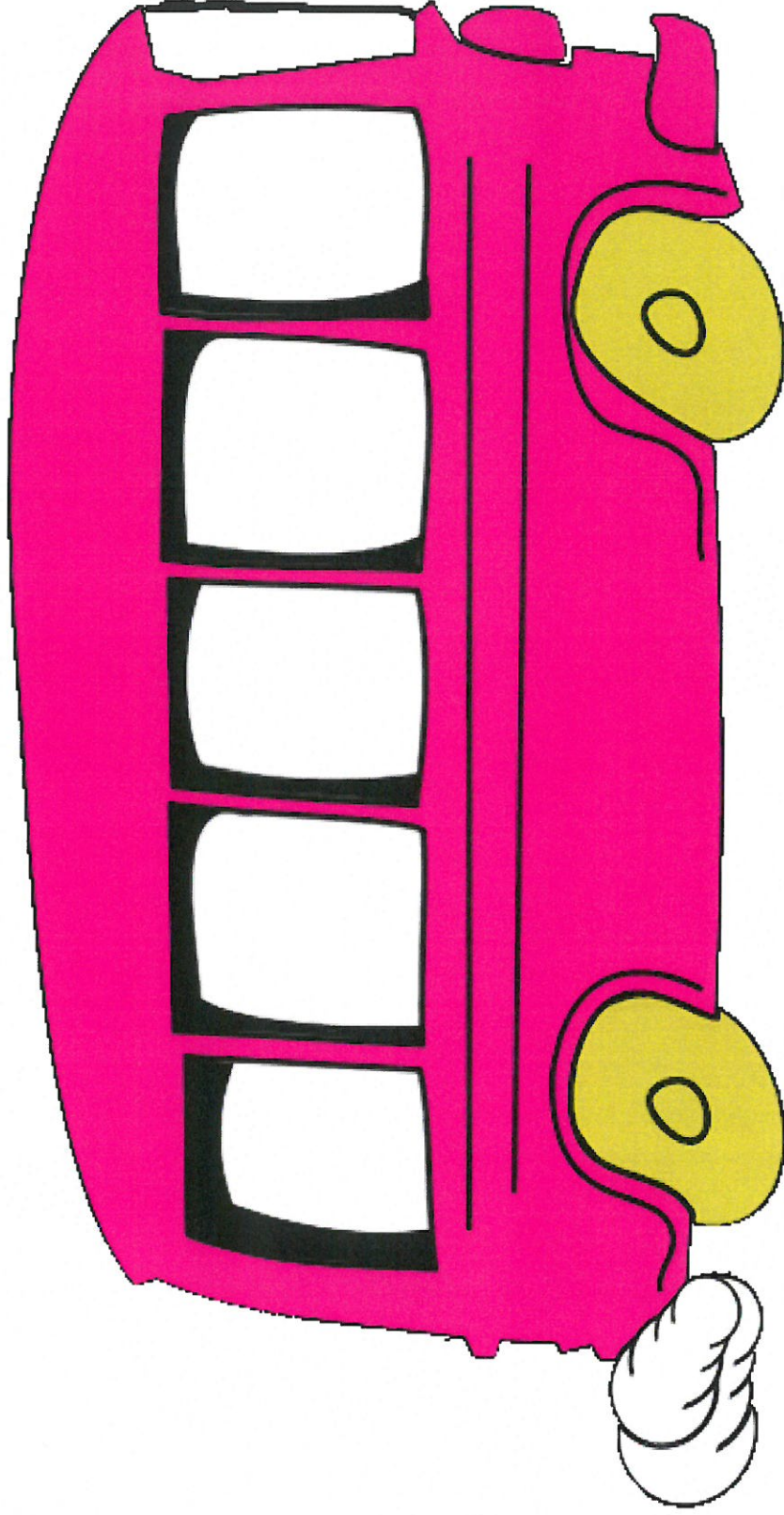
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Activity 2 – Adventure Game

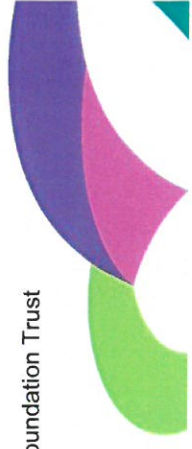


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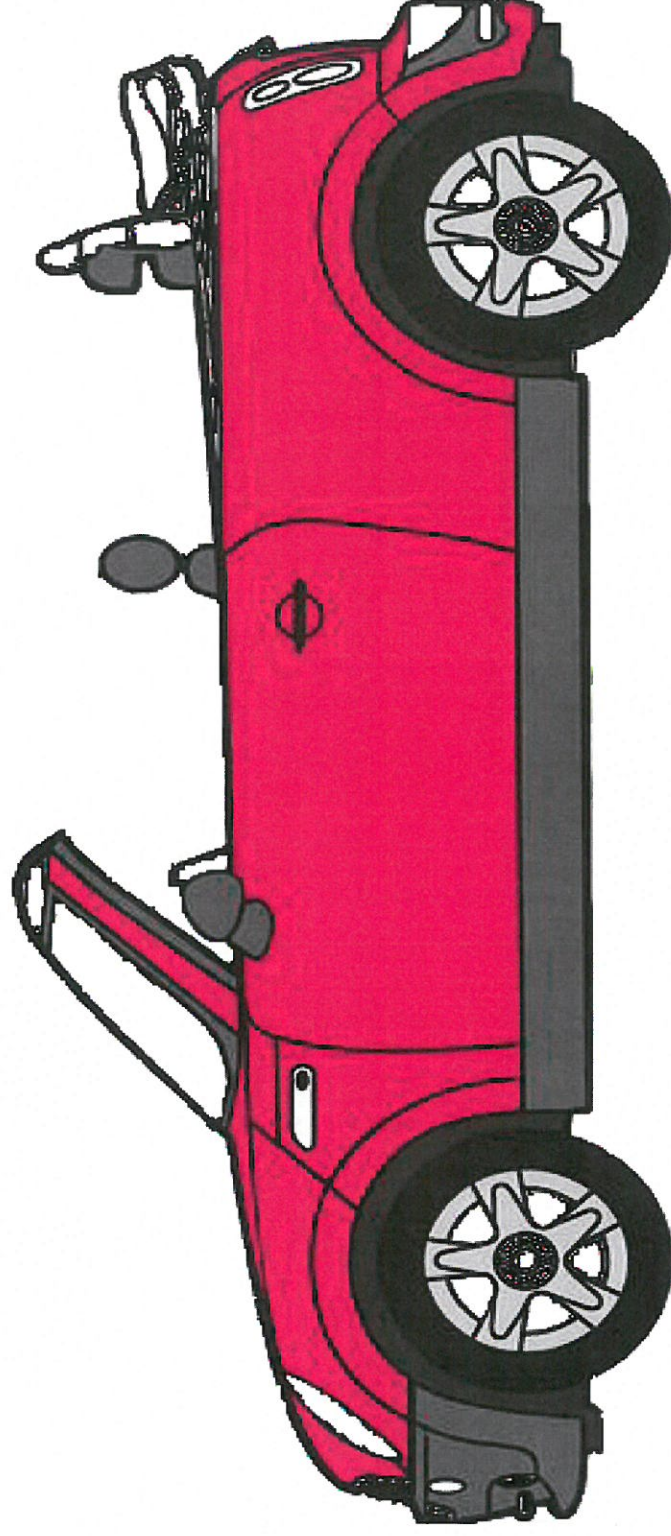


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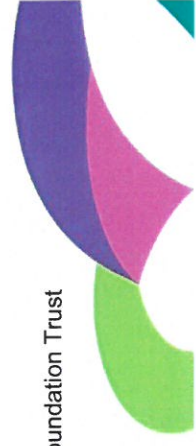


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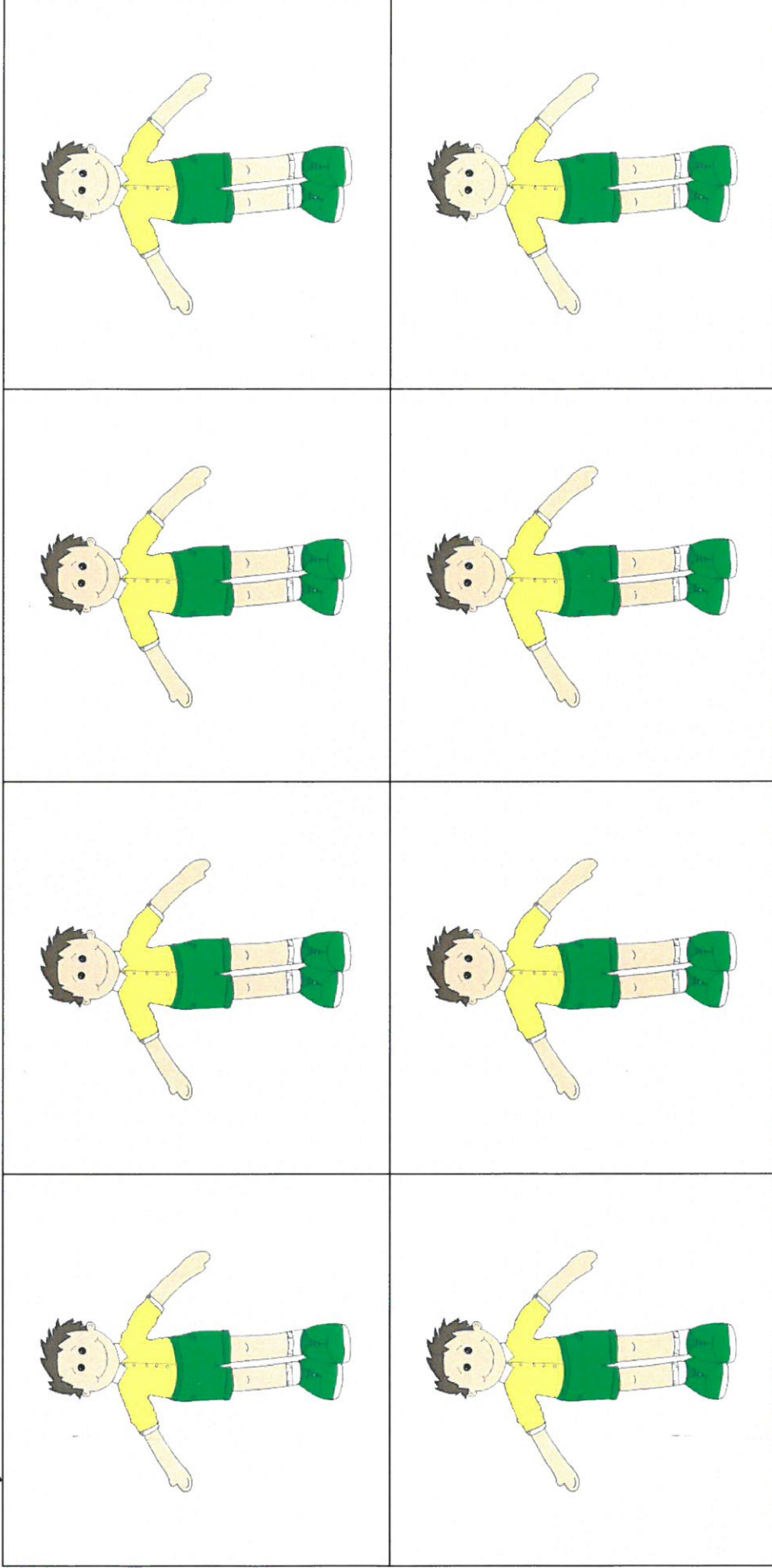


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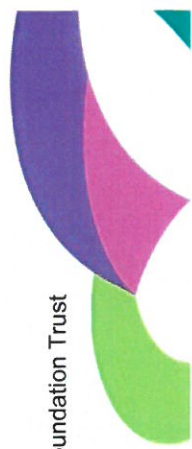
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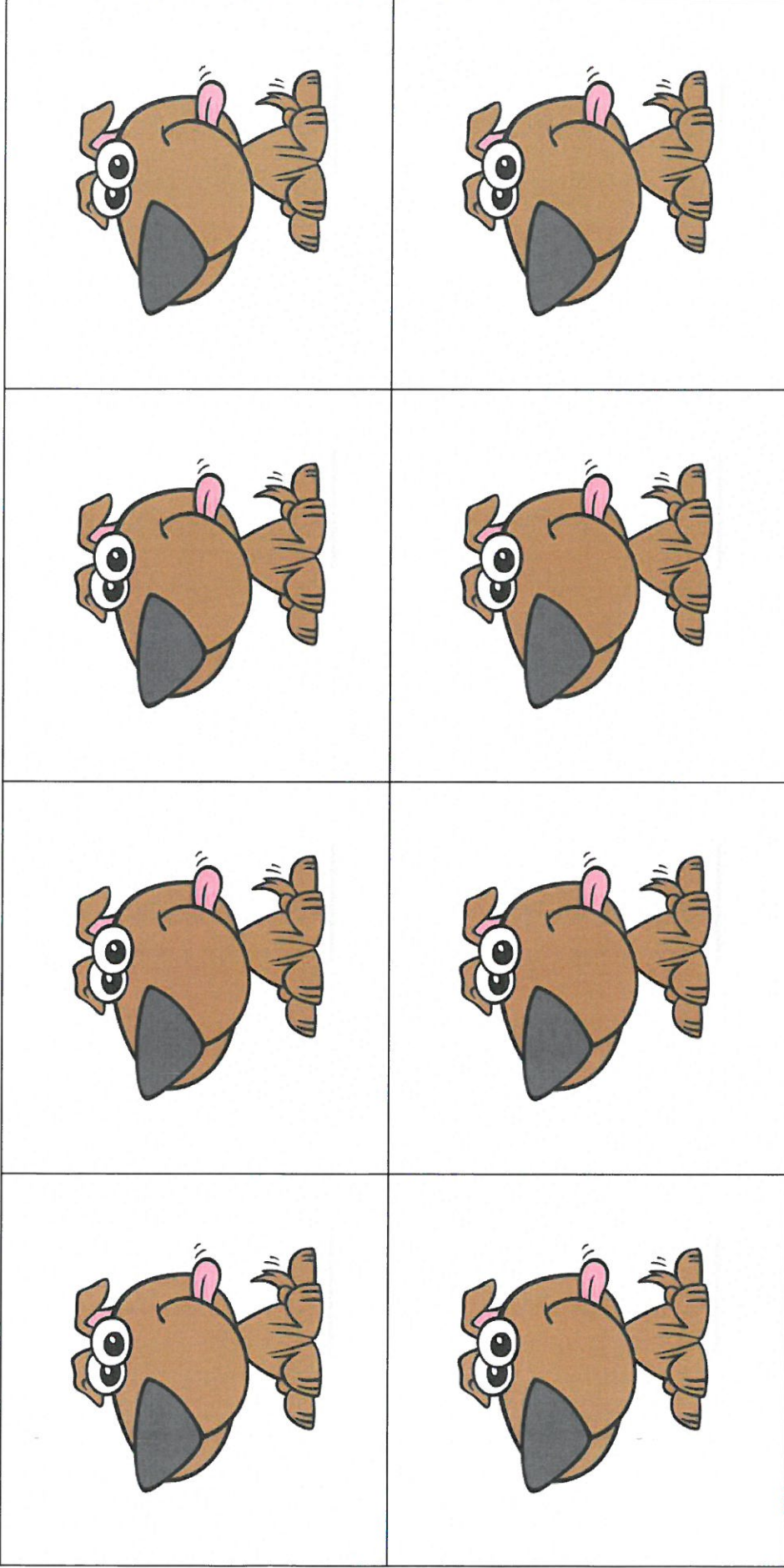


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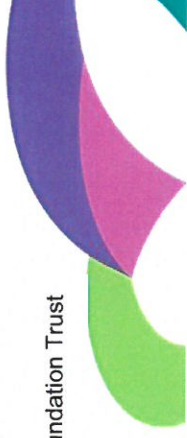
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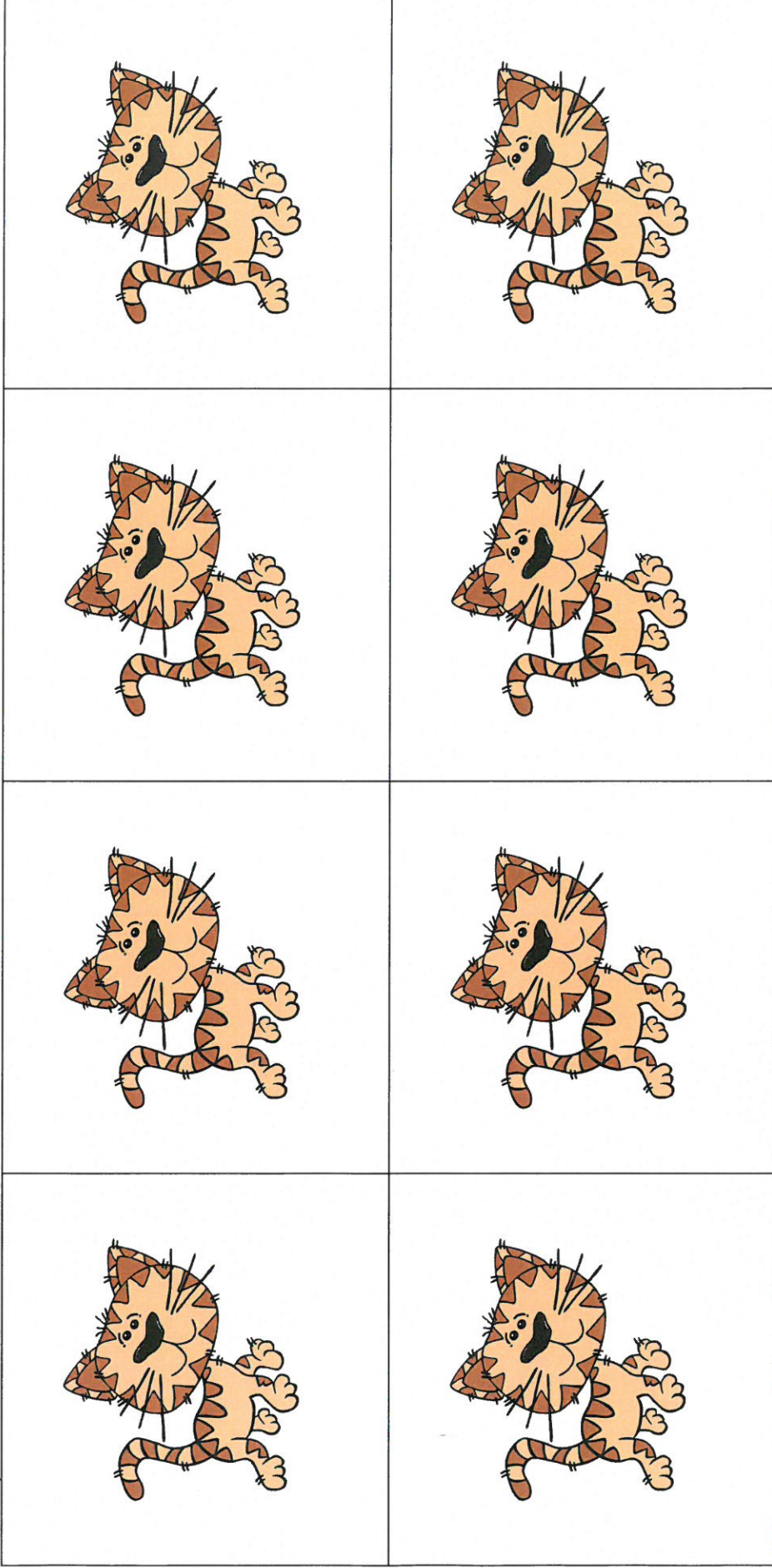


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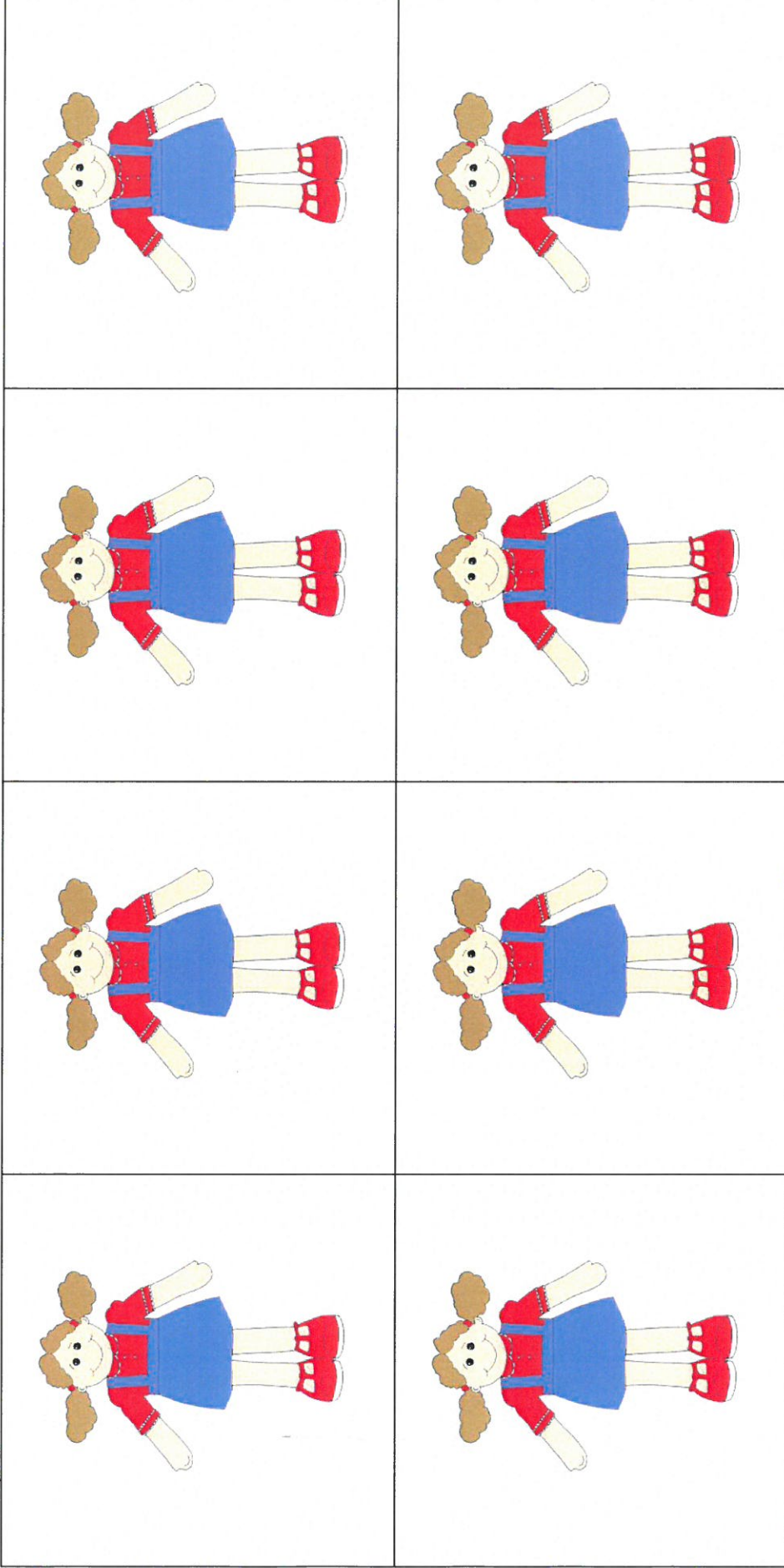


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Activity 2 – Adventure Game



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2 Word Level Activity 3 – Shopping Game



Storyline

Mummy has been shopping and now she has to put the shopping away. Can you listen and help?

Directions on carrying out the 2 key word instructions:

Place the food, table and cupboard in front of the child and then give the 2 key word instructions to the child. Once the child can follow the instructions 80% of the time, they can be the 'teacher' and give you the instructions.

Instructions containing 2 key words

- ❖ Put the peas in the fridge.
- ❖ Put the jam on the table.
- ❖ Put the lemonade in the cupboard.

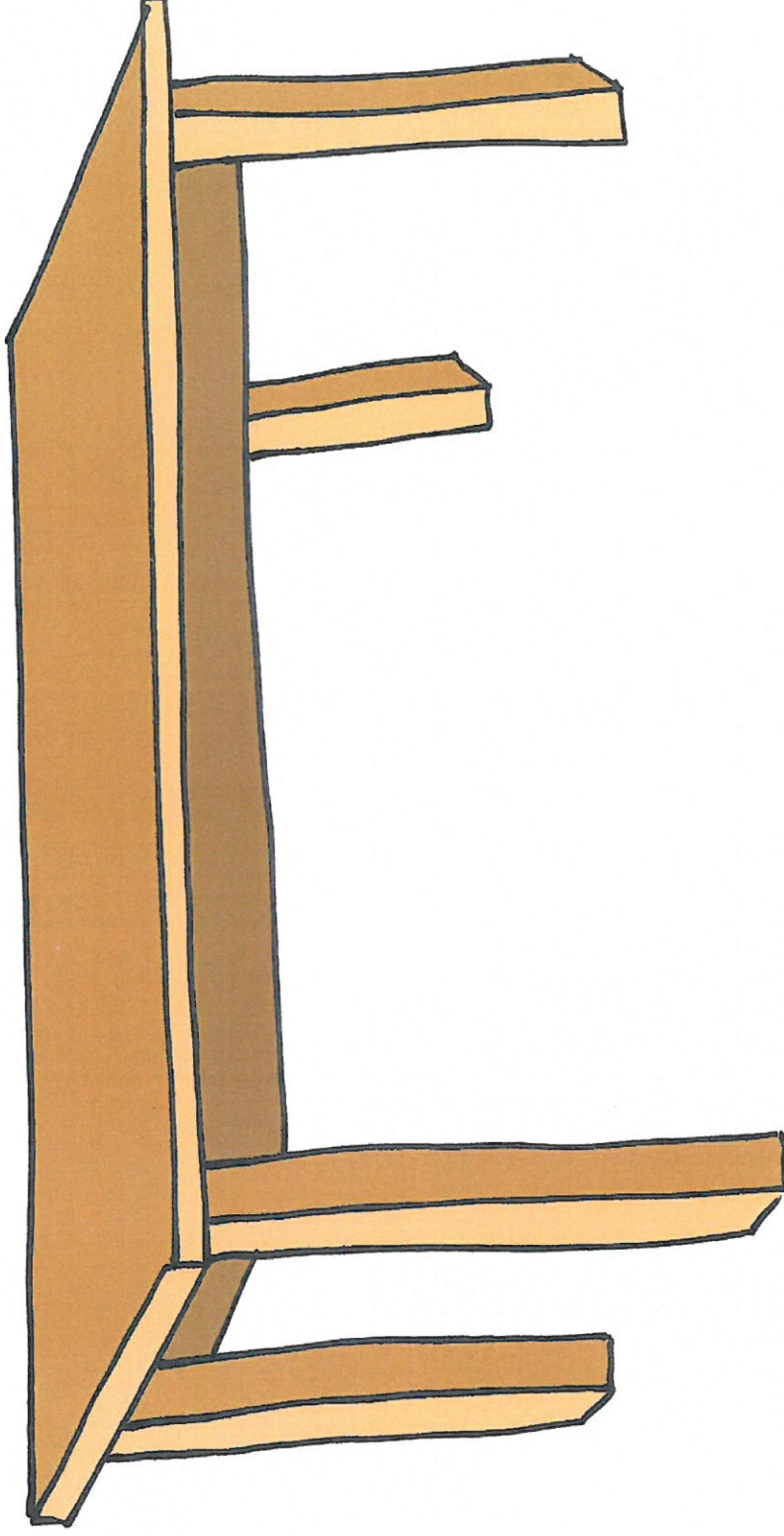
Continue until all the items are put away.

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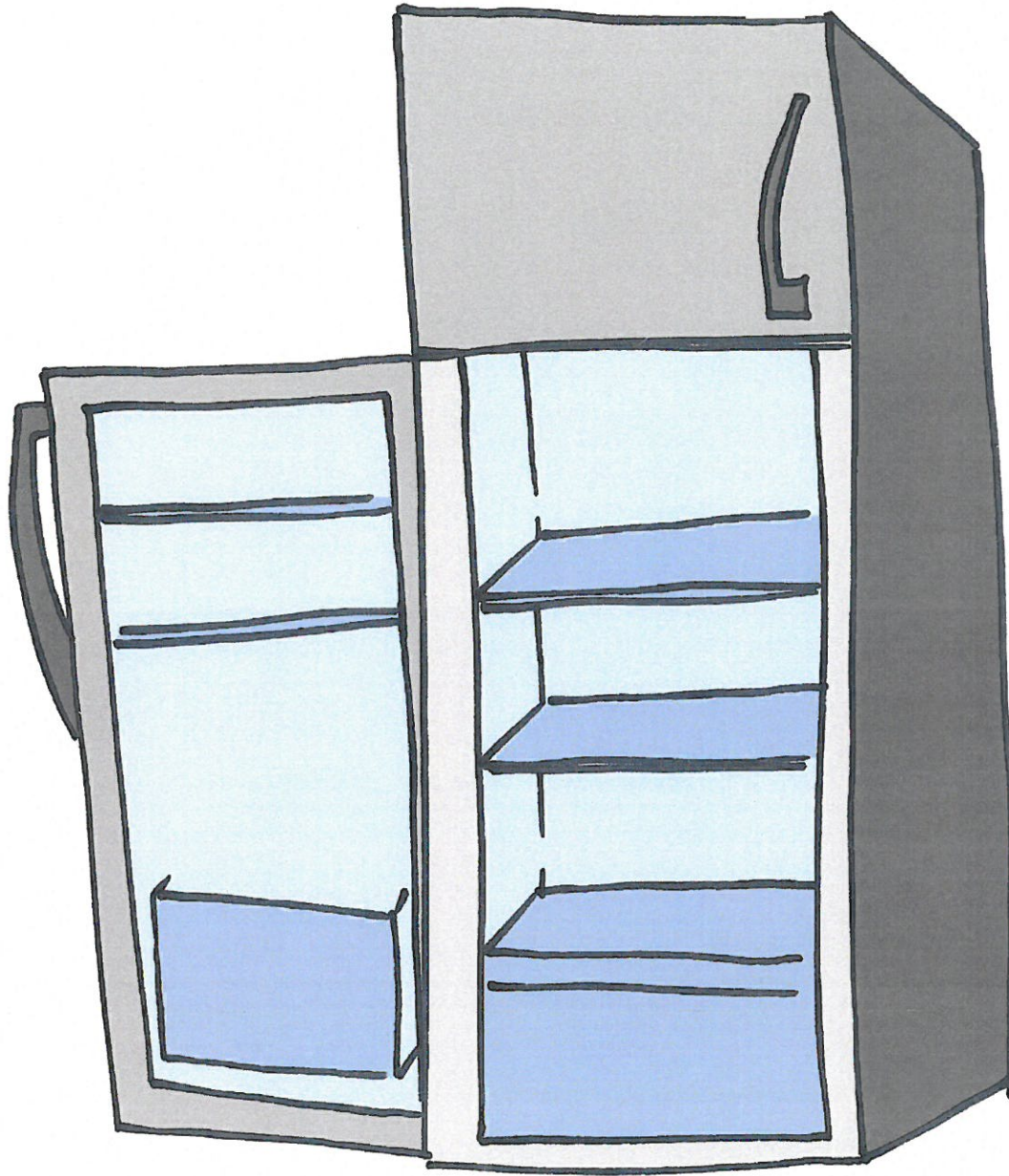
Activity 3 – Shopping Game



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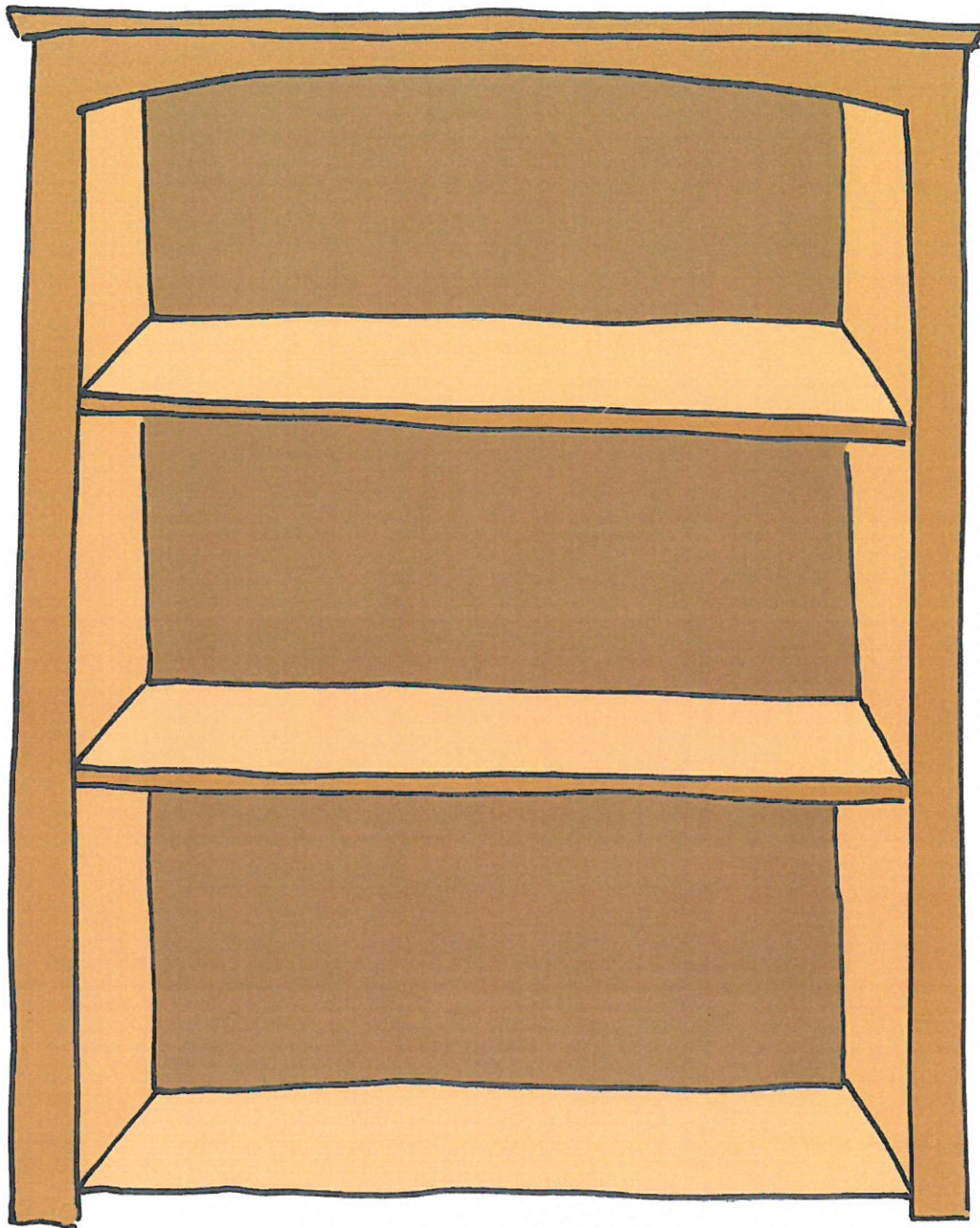
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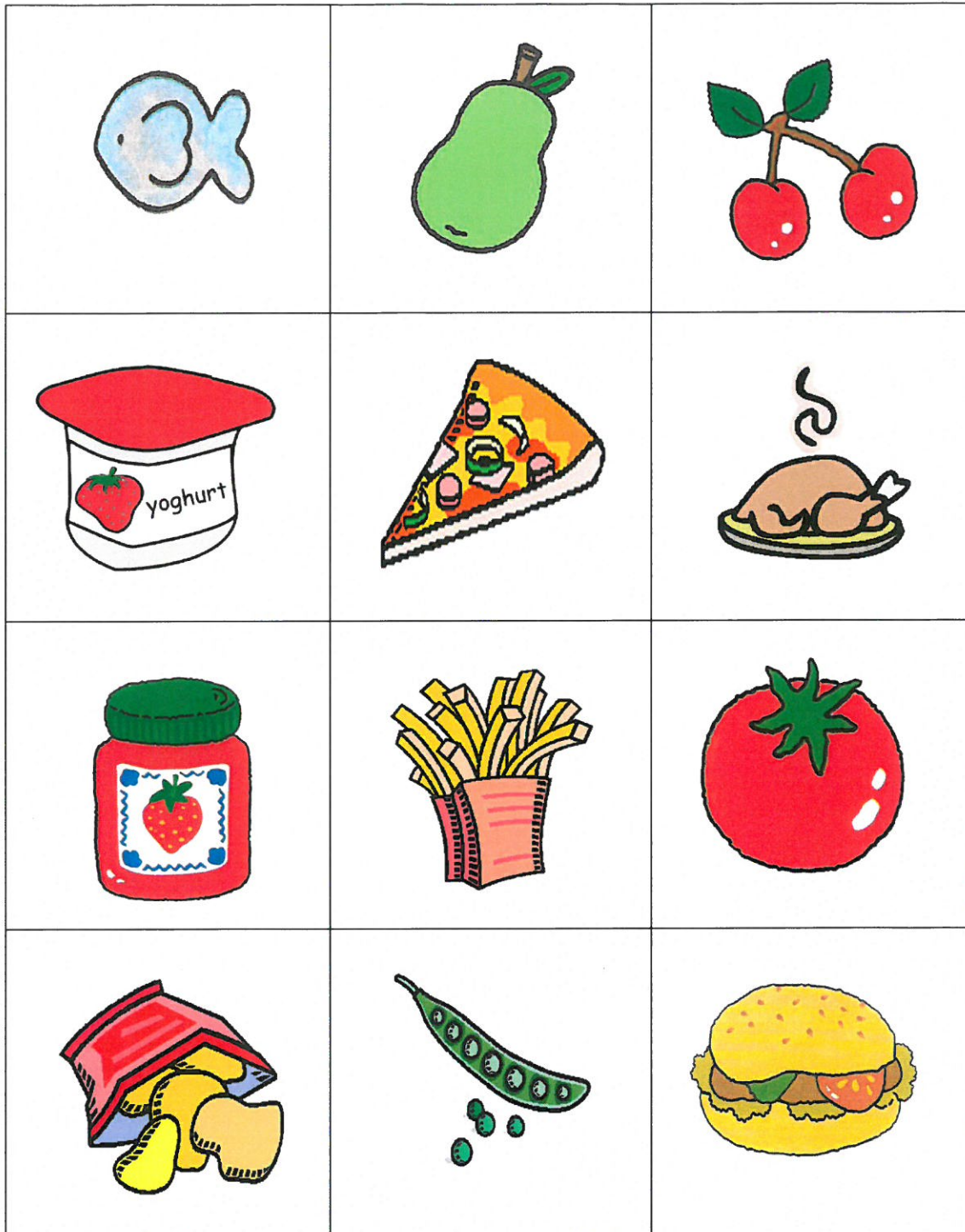


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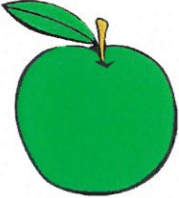
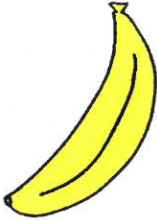
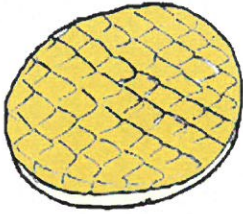

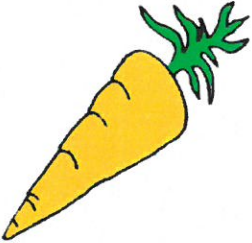
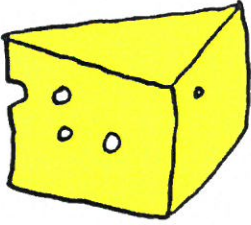

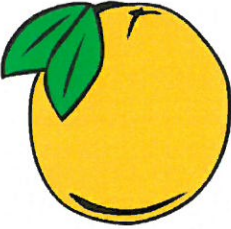

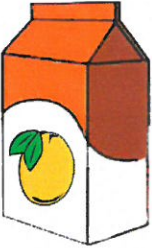




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Activity 3 – Shopping Game

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Activity 4 – Going Out Game



Storyline

The family are going out for the day. Can you make sure they go to the right place?

Directions on carrying out the 2 key word instructions:

Place the family characters and the locations in front of the child

Instructions containing 2 key words

- ❖ Make the boy go to the swimming pool
- ❖ The girl wants to go the farm
- ❖ Can you take the baby to the soft play
- ❖ The mum wants to go to the park

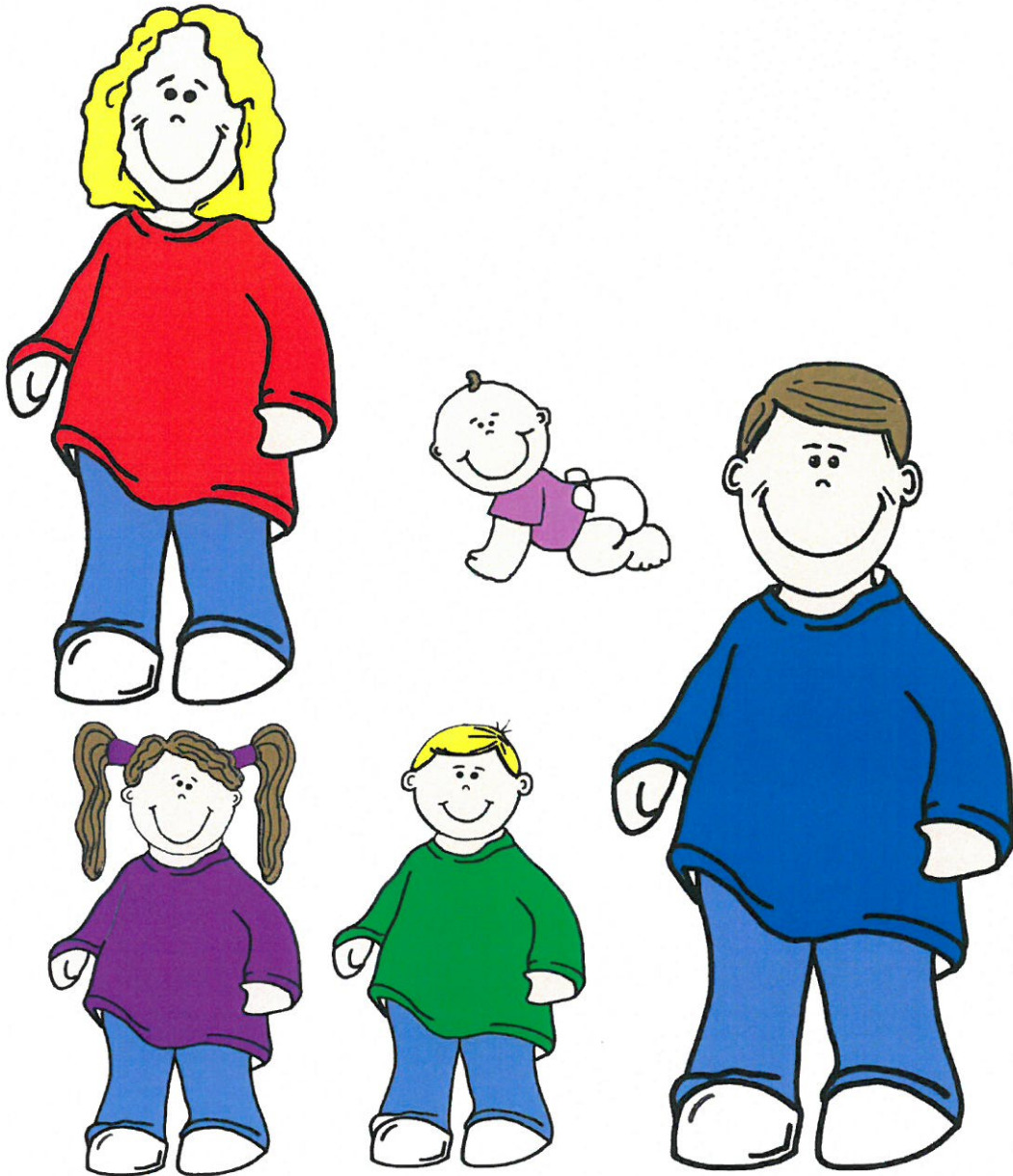
Continue until all the family have been used!

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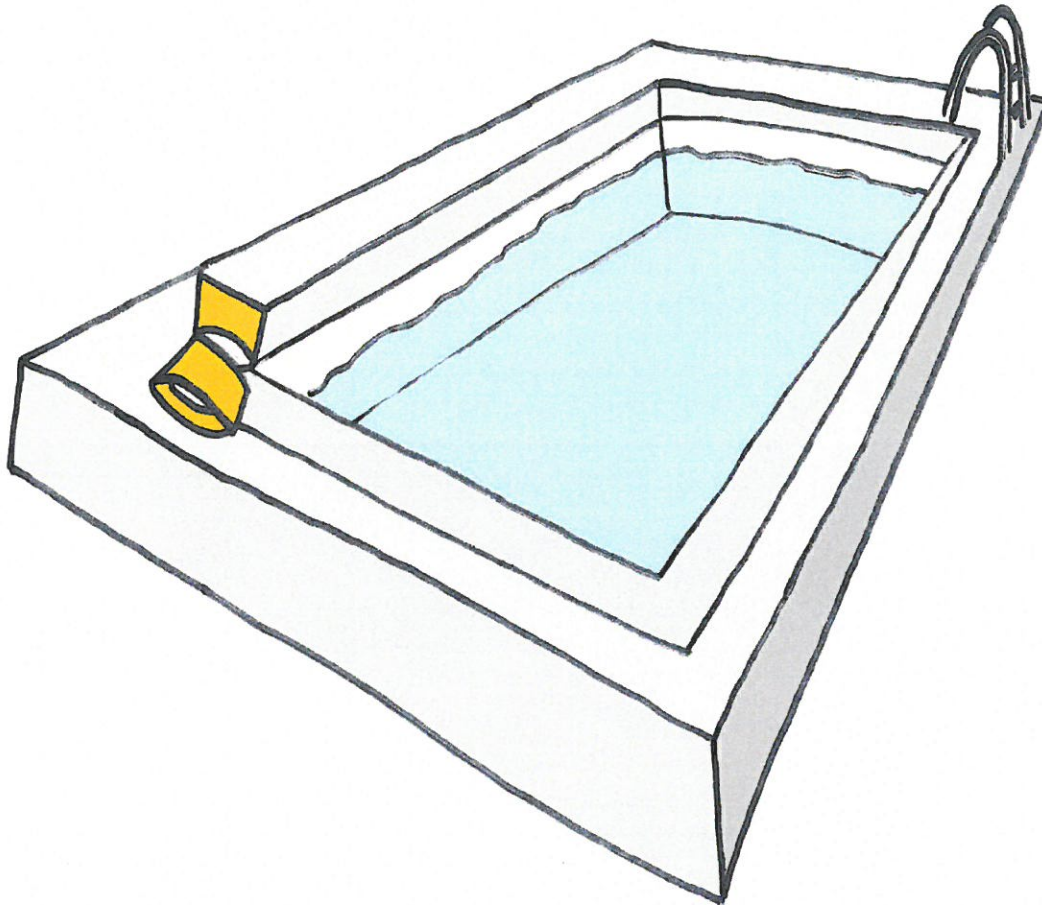


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Activity 4 – Going Out Game

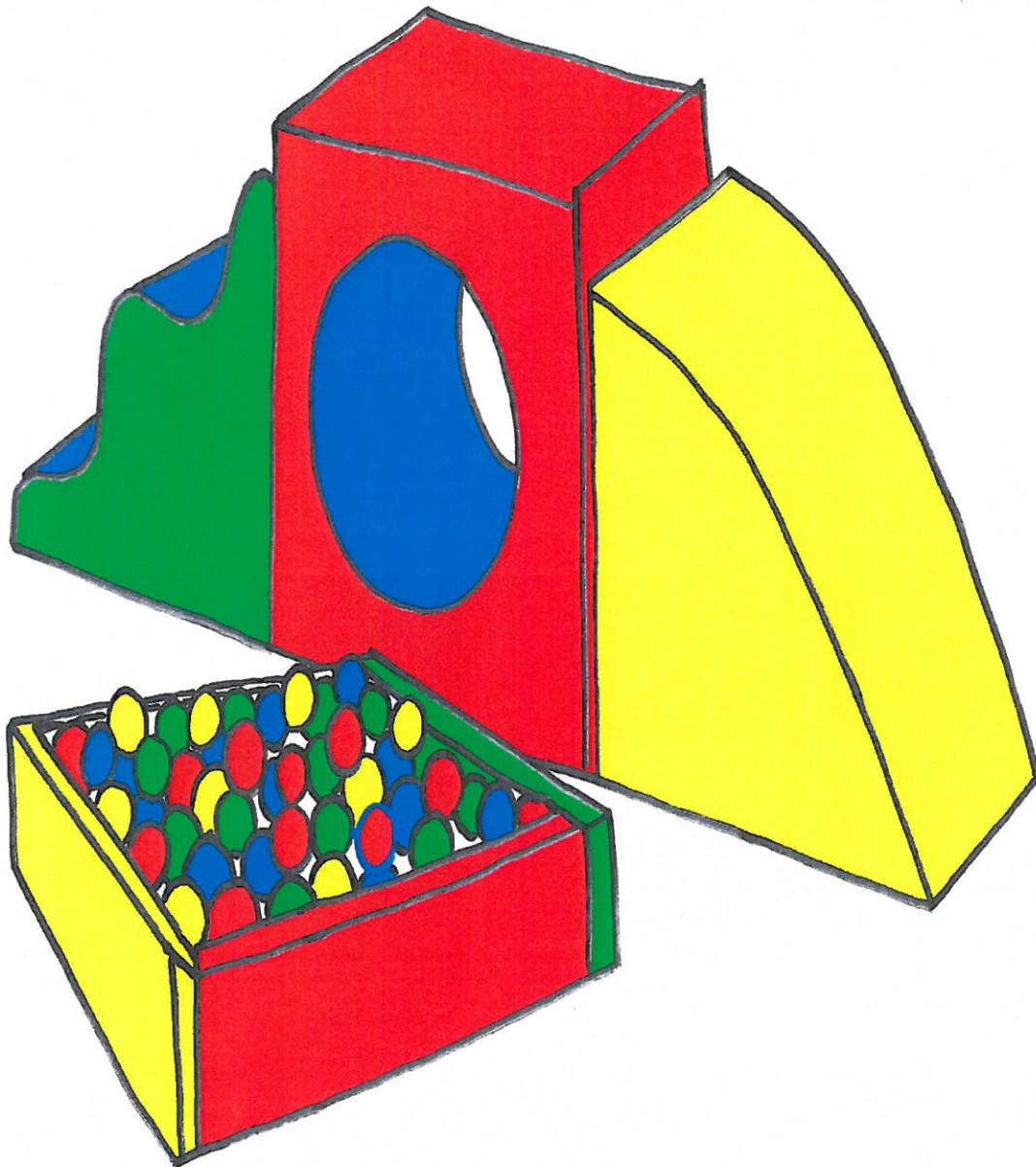


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2 Word Level

Activity 5 – Washing Clothes Game

Storyline

The Brown family have just come back from holiday. Now they have to unpack, and their suitcases are full of dirty clothes which have to go in the washing machine. Can you help them do their washing?



Directions on carrying out the 2 key word instructions:

Put the picture of the family members and their cases in front of the child. Put a set of clothes in each case. Add the picture of the washing machine.

Instructions containing 2 key words

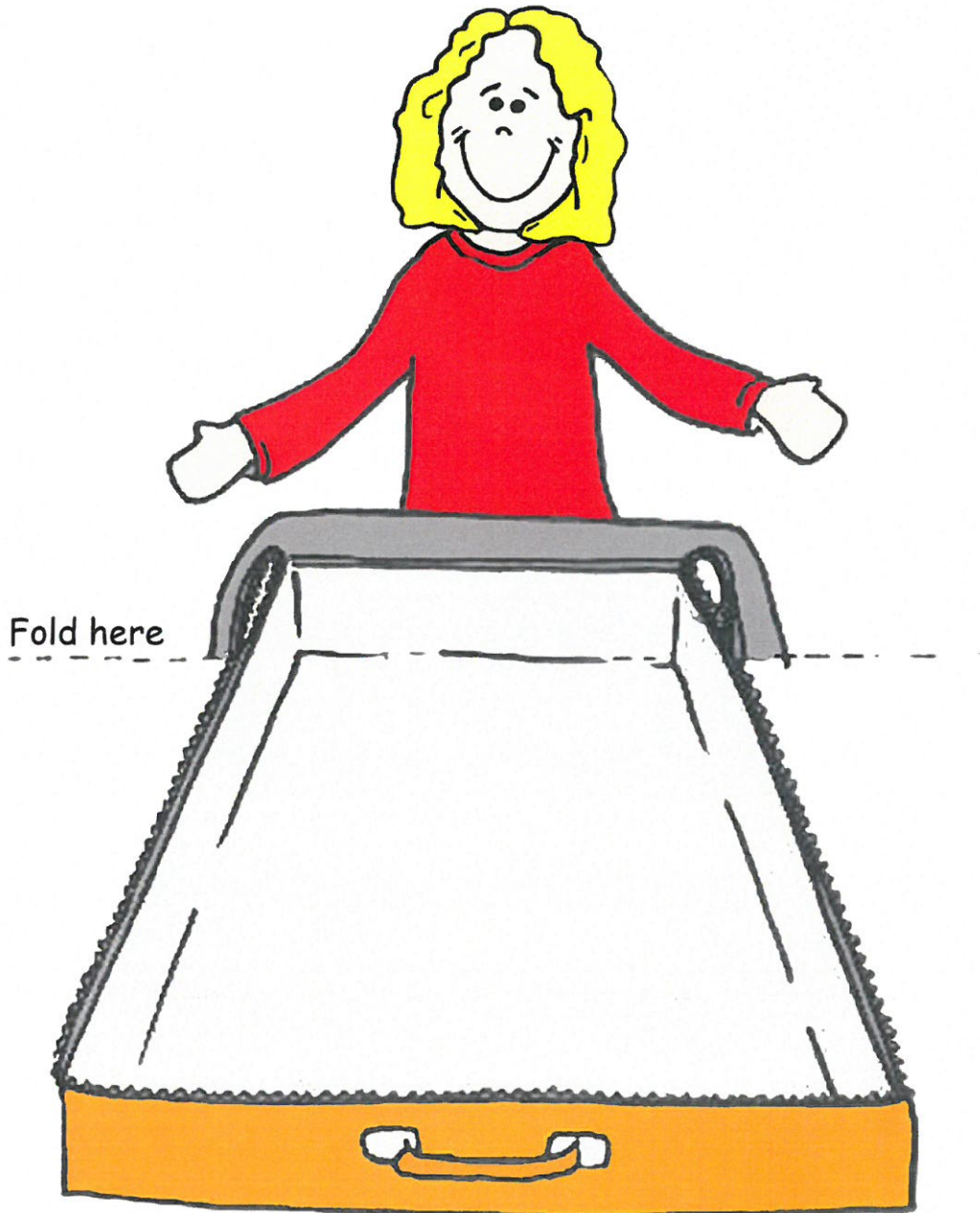
- ❖ Put Daddy's t-shirt in the washing machine.
- ❖ Wash Mummy's towel.
- ❖ The boy's shirt needs washing.

Continue until all the items are in the washing machine.





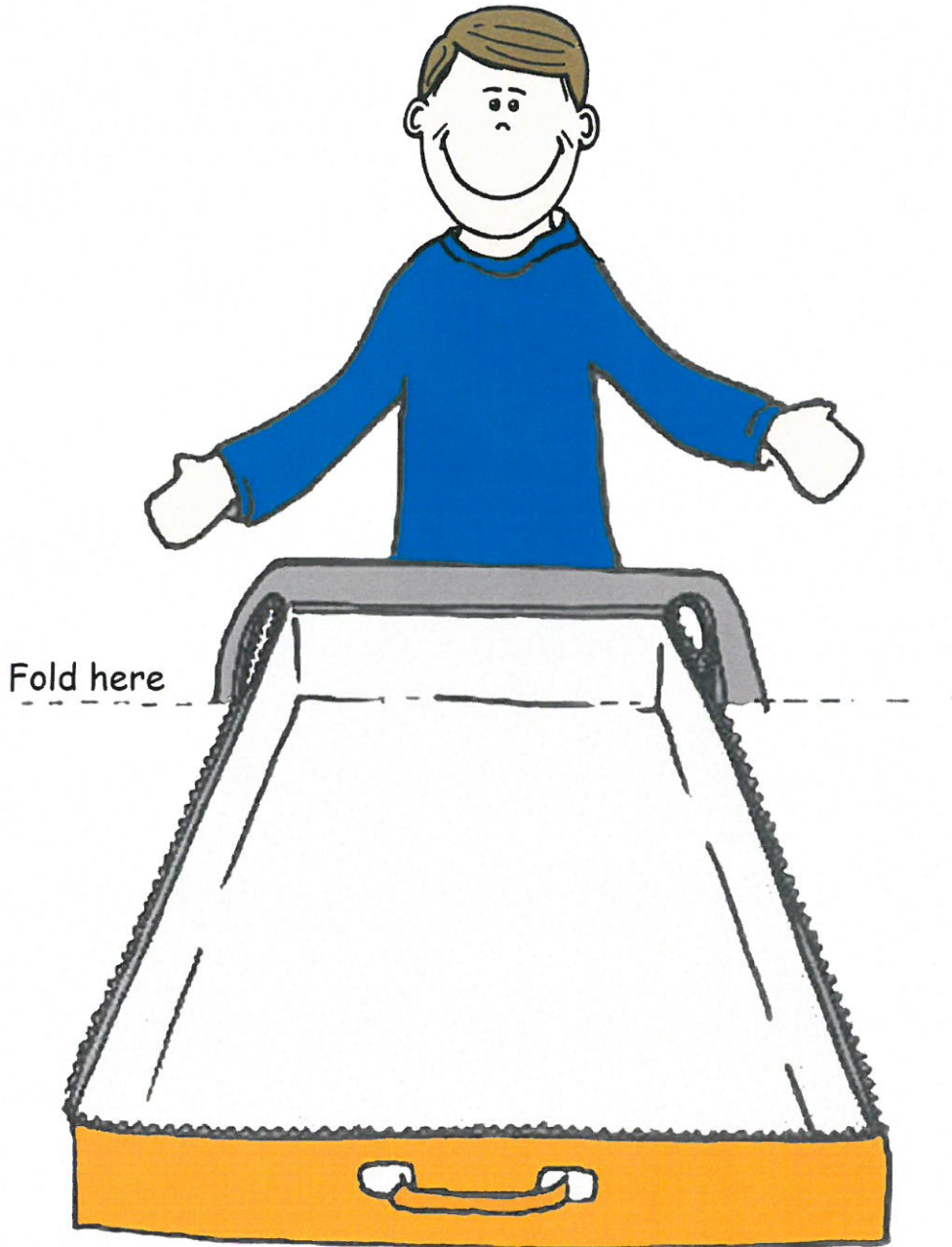
Activity 5 – Washing Clothes Game



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Activity 5 – Washing Clothes Game

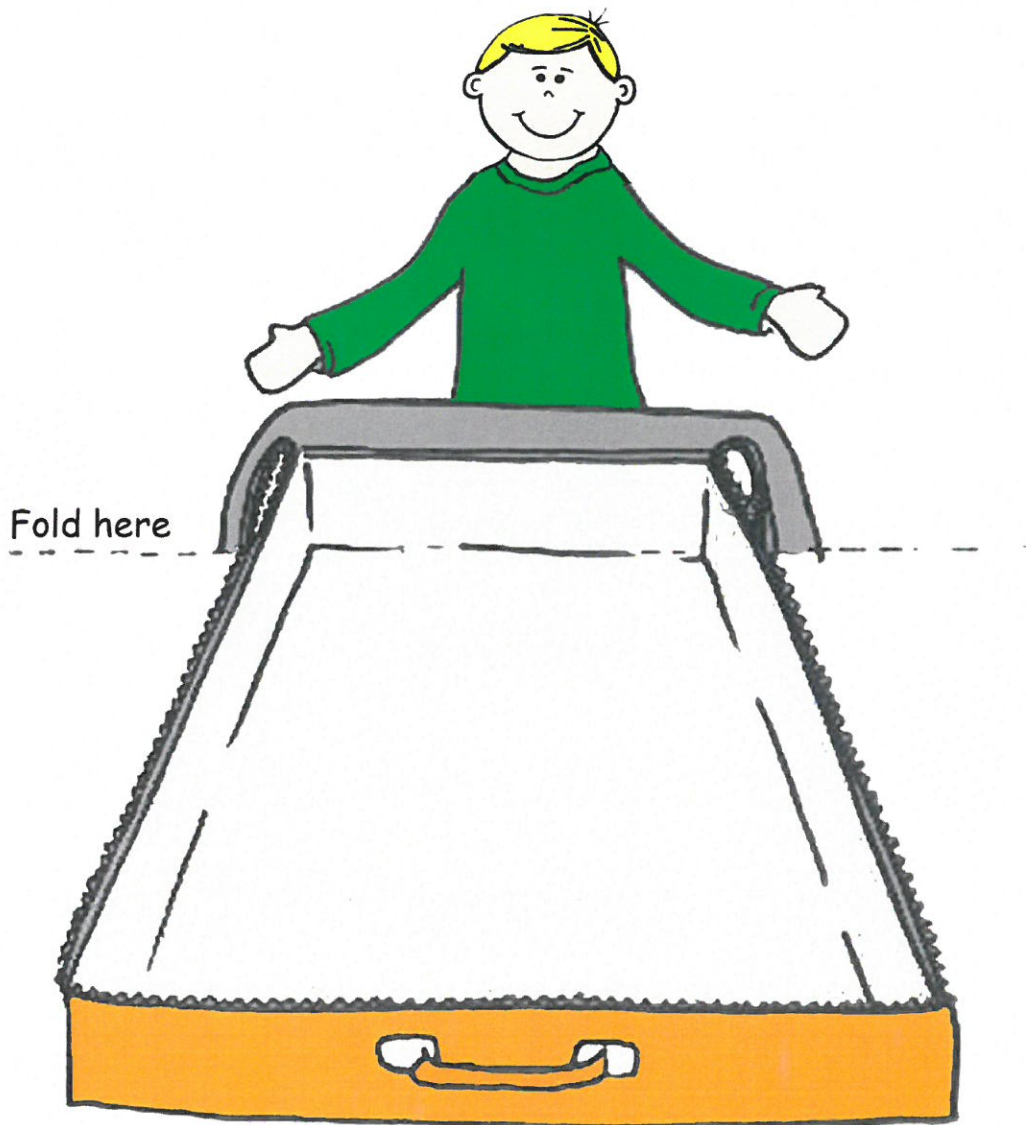


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Activity 5 – Washing Clothes Game



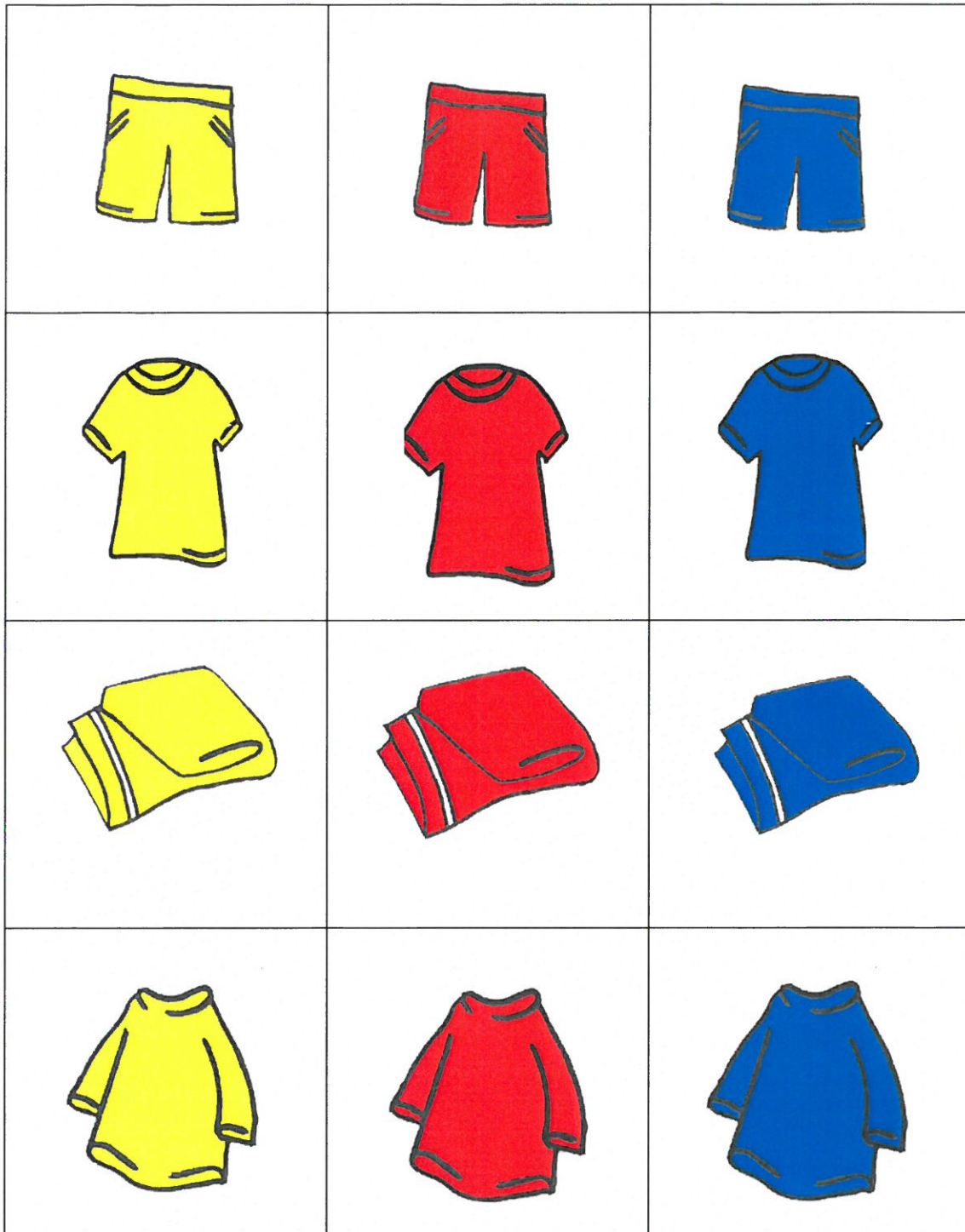
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Activity 5 – Washing Clothes Game

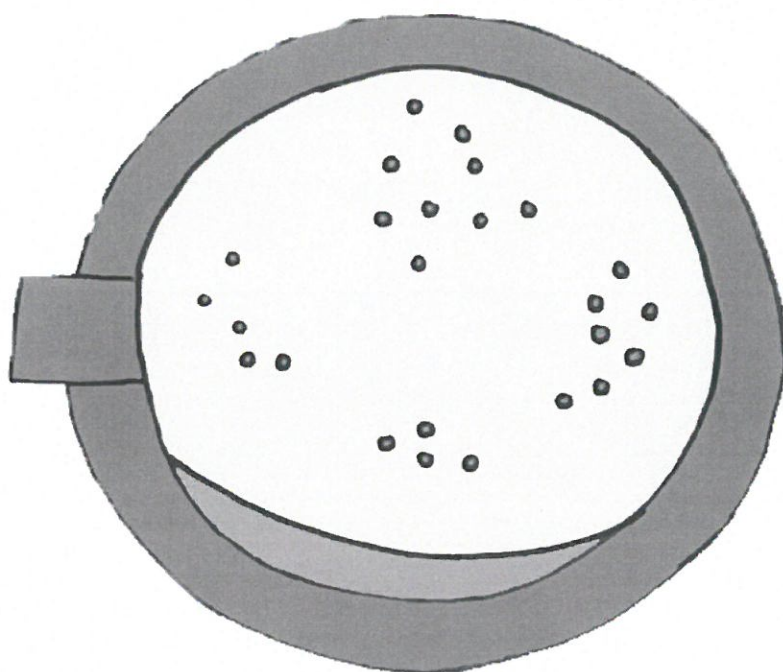


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Activity 5 – Washing Clothes Game

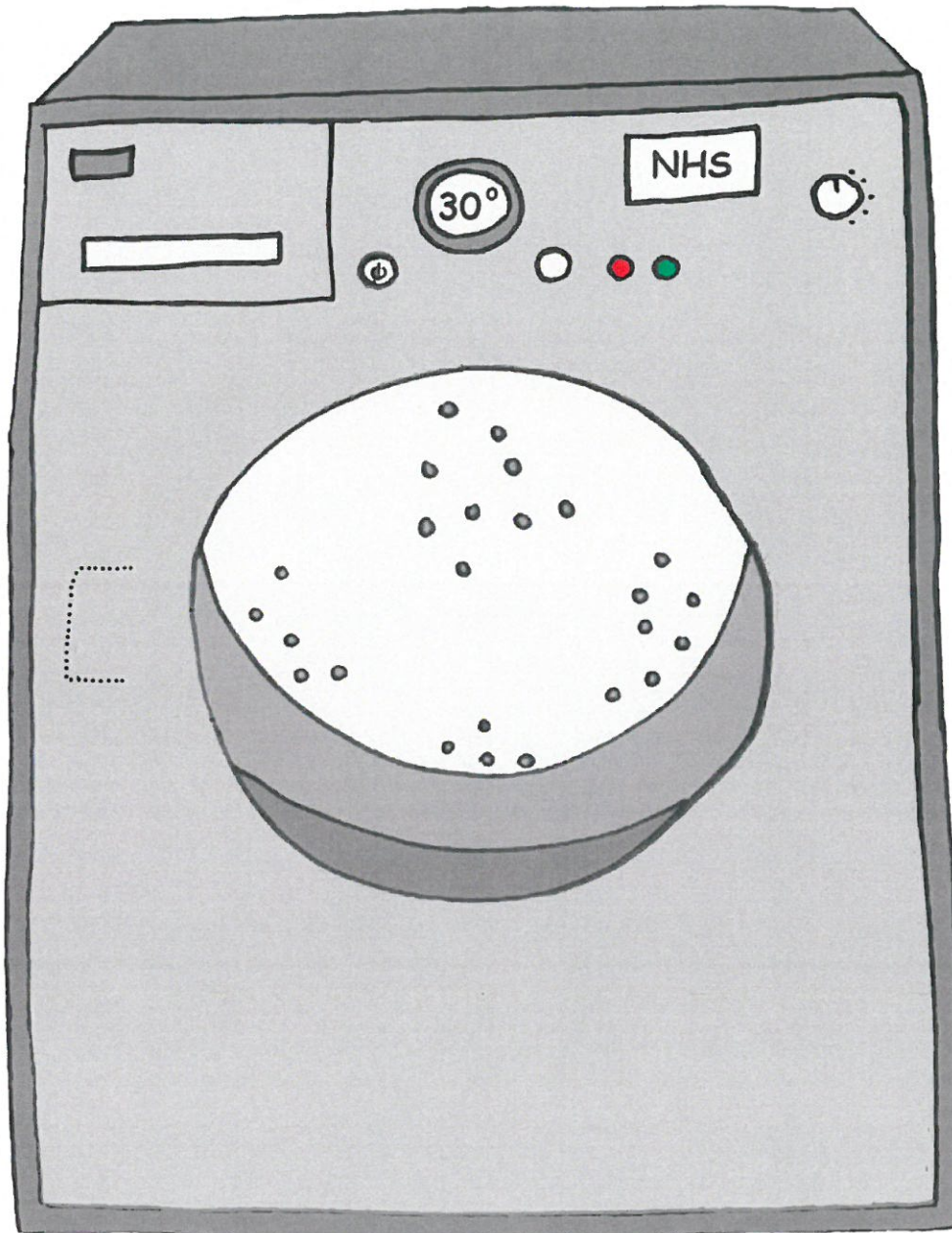
Cut out door and fix on to the washing machine activity page



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Activity 5 – Washing Clothes Game



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2 Word Level Activity 6 – Classroom Game

Storyline

This is Miss green's class. Let's find out what the children are doing today. Can you find the child I'm talking about?



Directions on carrying out the 2 key word instructions:
Place the classroom base board scene in front of the child. The adult picks a small picture up, being careful not to let the child see it. The adult describes the picture using an instruction containing 2 key words. The child must listen and find the corresponding person in the classroom scene. They can then place the picture on the board.

Instructions containing 2 key words

- ❖ The boy is reading.
- ❖ The girl is reading.
- ❖ The girl is writing.

Continue until all cards are used up!

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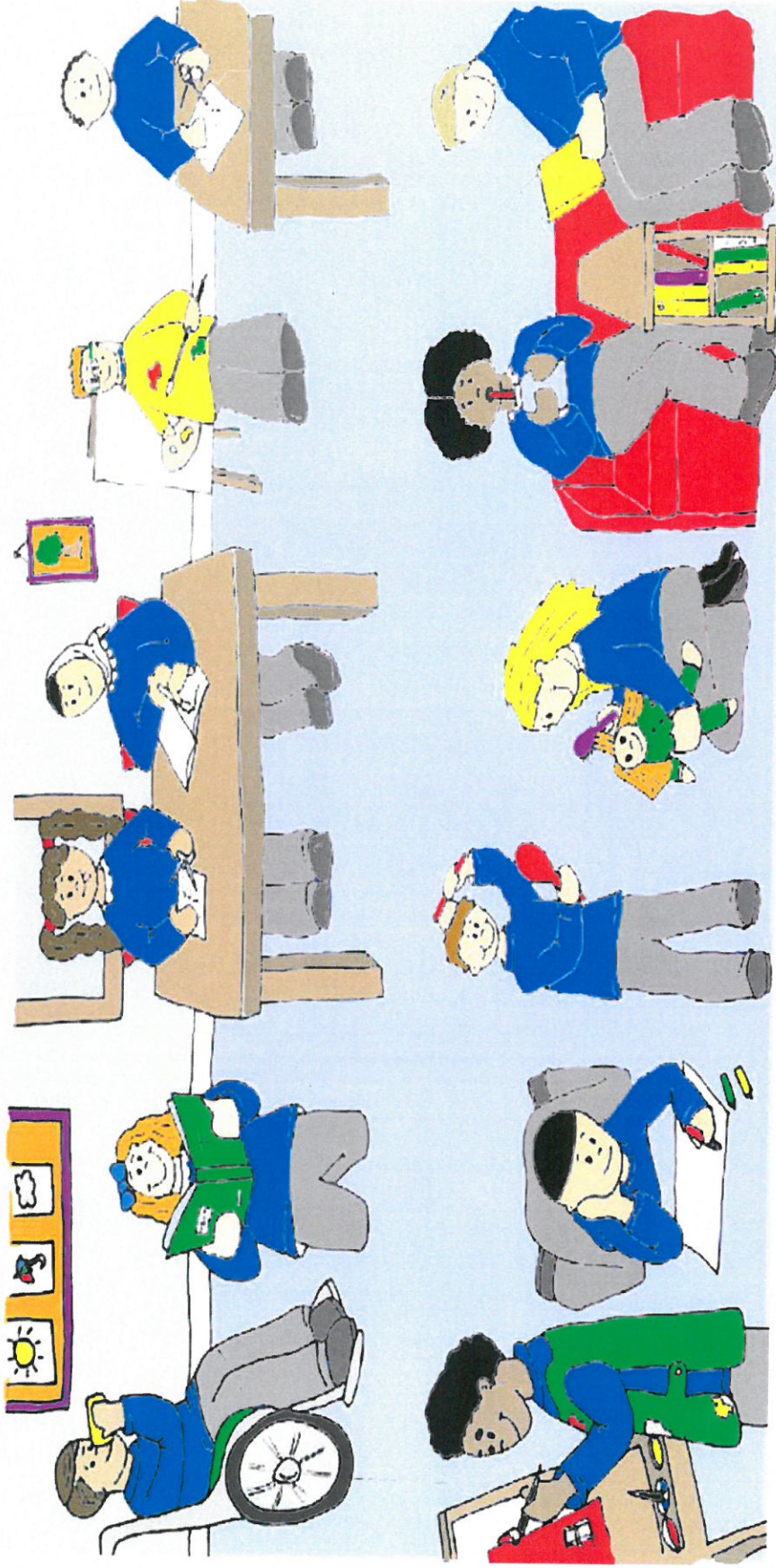


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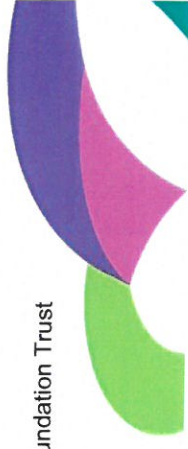
Activity 6 – Classroom Game



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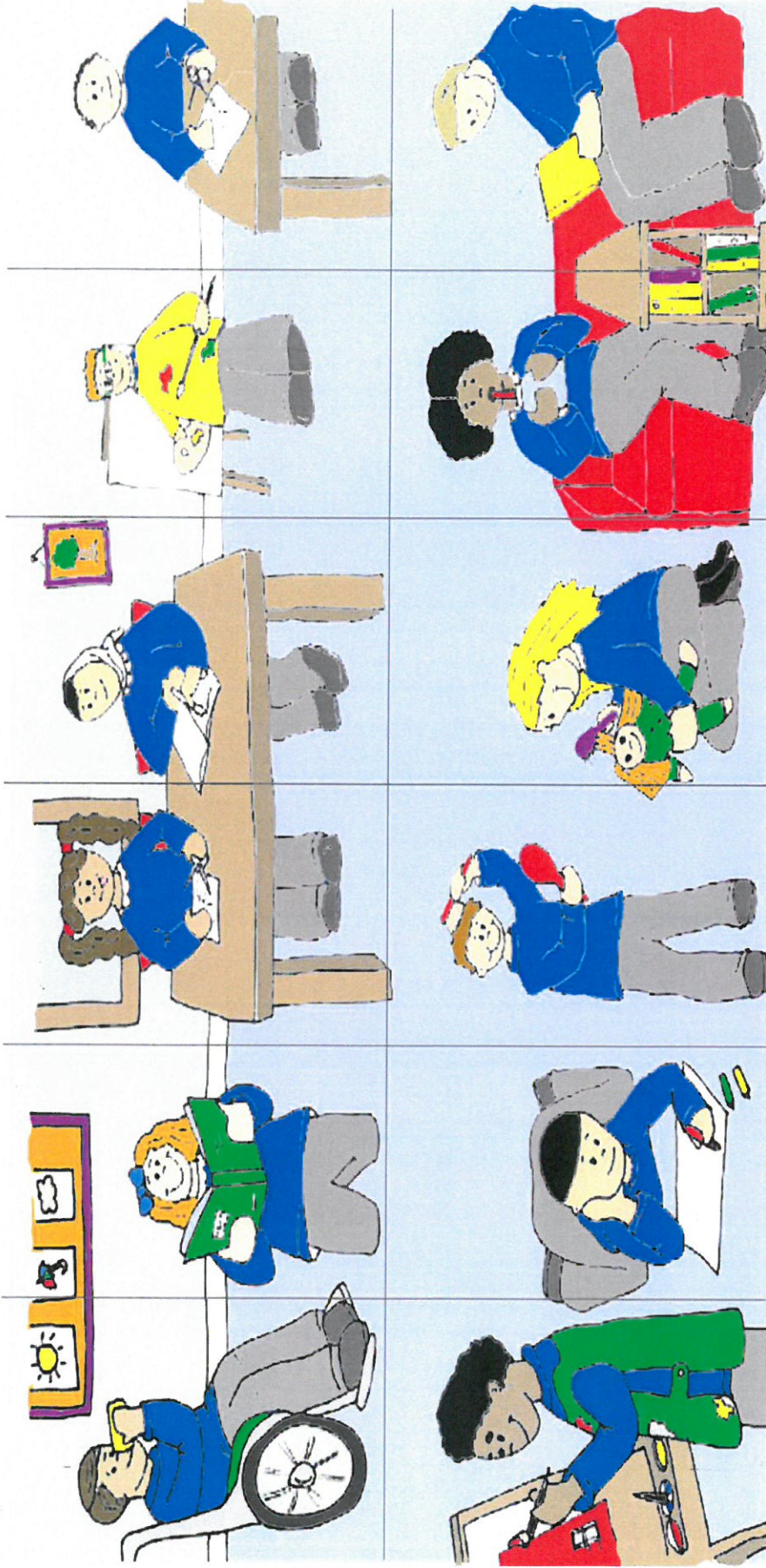


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Activity 6 – Classroom Game



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2 Word Level

Activity 7 – Moving House Game

Storyline

Ben has moved house and has a new bedroom. All the furniture is in the room. What can you see? – I see the bed. Here is the table, can you find the chair? What else can you see? Can you help Ben tidy all his toys away?



Directions on carrying out the 2 key word instructions:

Make sure that the child knows all the bedroom furniture vocabulary including shelf, cupboard, window, toy box, rug etc.

Place the bedroom scene and all the toys in front of the child. Then give the 2 key word instructions.

Instructions containing 2 key words

- ❖ Put Ben's teddy on the bed.
- ❖ Ben wants to put his computer on the table.
- ❖ Can you put Ben's car in the toy box.

Continue until all the cards are used up!



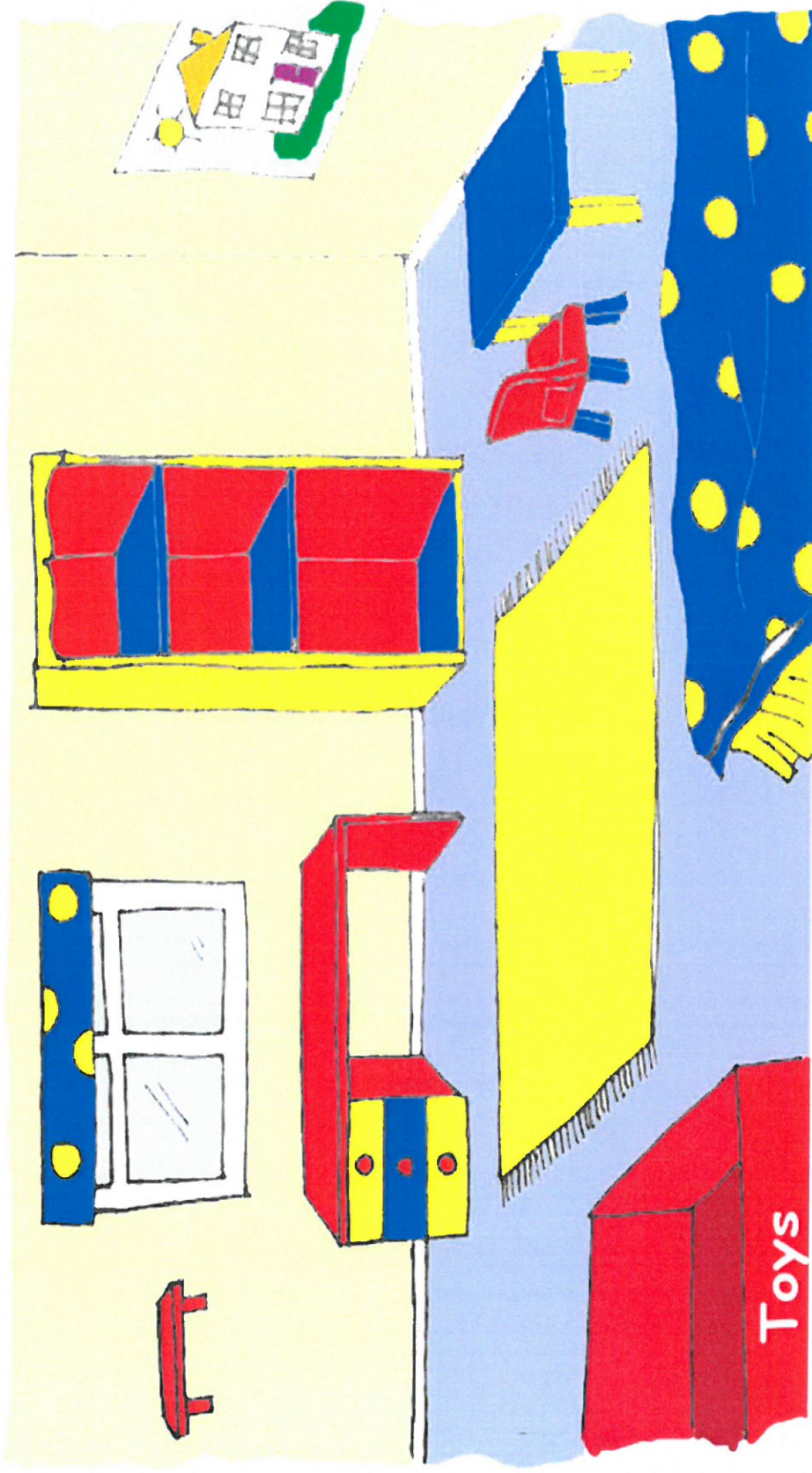


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Activity 7 – Moving House Game





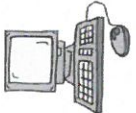
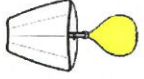


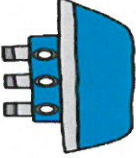
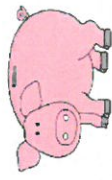

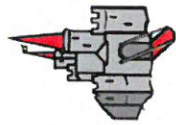
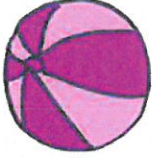

Original Concept by Karen Stockman and Helen Jones
Updated by Karen Stockman and illustrated by Nicky West 2012

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Activity 7 – Moving House Game

Original Concept by Karen Stockman and Helen Jones
Updated by Karen Stockman and illustrated by Nicky West 2012

