

Welcome to 'Communication in the Curriculum'



An Introduction

This unique language resource is a collection of communication games designed by a multi-disciplinary team of professionals including Specialist Teachers and a Speech & Language Therapist working within education. It is for use by education staff with children from foundation Stage and Key Stage 1. The games are not only intended for use with children who have a recognized communication difficulty, but can be equally valuable to use as a whole class resource to support the development of communication skills.

The games relate to the 4 main areas of communication; receptive language, expressive language, semantics (vocabulary & meaning) and pragmatics (social use of language). The games have been designed to give children fun and interesting opportunities to learn and use vocabulary from Curriculum topics linking in with strands of the Primary Framework.

The collection of communication games are linked to the QCA/DCSF Strands within Geography, Science and Literacy for years 1 and 2. The Foundation games focus on Communication, Language and Literacy as well as the Knowledge and Understanding of the World area of learning, from the EYFS Framework.

How to use the resource

Take a look at the content list of games and select a set of games to match a classroom topic and/or year group. In addition you can ensure that your chosen selection of games matches the language levels of a particular target child or group of children. To do this, look at the relevant 'Chart of Communication Games'. There are three of these charts, one for Foundation, one of year 1 and one for year 2. These charts display the range of communication games organized into the areas of language, Receptive (blue), Expressive (green), Semantic (Salmon) and Pragmatic (Pink). Objectives specific to each game can be found in more detail on each game instruction sheet. Therefore it is possible to link a child's language levels and subsequent targets directly to a number of communication games. For

example, if a child is failing receptively (understanding of language - blue) then the communication games listed within the blue section of the chart will be of benefit. The games can be selected even more specifically by observing the word level or sentence level in brackets next to the game and matching this up with a child's level. For example, if a Foundation stage child is working at a 3 word receptive language level, then any of the following games would be beneficial; Fruit Bowl, Car Park, Shopping, Animal Environments and Kebab Sticks. (All these games can be adapted to a 3-word level).

IMPORTANT INFORMATION

Games have been designed with different formats and therefore may consist of complete boards, 3x2 cards and/or 6x4 cards which will need to be cut and prepared ready for play. It is important that you read the instructions fully before beginning to prepare the picture materials.

Some of the games require additional materials that may be readily available within schools, e.g. pocket dice, spinners and counters. However, a set of these materials may be purchased for a small additional cost - please see order form download.