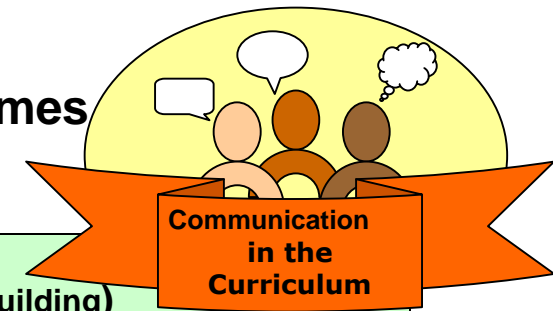


# Communication in the Curriculum – Language Games

## Year 2 Language Games



Receptive	Expressive (Sentence building)
<p><b>2AP&amp;GHF Plants &amp; Growth Happy Families</b> (2 word level)  <b>2AEG Explanation Game</b> (1 word level- concept vocabulary)  <b>2ATT Traditional Tales Game</b> (question words and literacy terminology)  <b>2AAF Animal Families</b> (1 word level concept vocabulary)  <b>2APB Plant Barrier Game</b> (1-4 word level)</p>	<p><b>2AP&amp;GHF Plants &amp; Growth Happy Families</b> (4-5 parts)  <b>2AEG Explanation Game</b> (3 parts)  <b>2ATT Traditional Tales Game</b> (1-5 parts and narrative)  <b>2AW&amp;B Why &amp; Because Game</b> (why/because structure)  <b>2AFW Food Wheel</b> (1-5 parts, why/because structure)  <b>2AHM Healthy Menu</b> (1-4 parts, why/because structure)  <b>2AAF Animal Families</b> (3+parts, why/because)  <b>2AIH Island Home</b> (1-5+ parts, linking, why/because structure)  <b>2AAH Animal Habitats</b> (3+ parts, linking, why/because)  <b>2AChDG Character Dice Game</b> (1-5 parts, narrative, focus on adjectives and verbs)  <b>2ASDG Settings Dice Game</b> (1-5 parts)  <b>2APB Plant Barrier Game</b> (giving instructions, 2- 6 parts, linking)</p>
Semantic	Pragmatic
<p><b>2AChDG Character Dice Game</b> (description, imagination, sequencing)  <b>2ATT Traditional Tales Game</b> (descriptive vocabulary, abstract thinking)  <b>2ASDG Setting Dice Game</b> (description, imagination, sequencing)  <b>2AEG Explanation Game</b> (sequencing and technical vocabulary)  <b>2AP&amp;GHF Plants &amp; Growth Happy Families</b> (sequencing and technical vocabulary)  <b>2AFW Food Wheel</b> (categorization)  <b>2AHM Healthy Menu</b> (categorization)  <b>2AAF Animal Families</b> (categorization, description and word association)  <b>2AIH Island Home</b> (descriptive vocabulary, word association)  <b>2APB Plant Barrier Game</b> (colour, number and size concepts, technical vocabulary)  <b>2AAH Animal Habitats</b> (word association)  <b>2AW&amp;B Why and Because Game</b> (word association, problem solving)</p>	<p>All games/activities will promote a range of pragmatic communication skills which include; attention, listening, looking, turn-taking, cooperation, seeking clarification, negotiation, team working and the art of losing with dignity.</p>