

Talking Matters

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Helping your child to reach their potential



Descriptive Language Games

Here are some games that can be played with students to develop descriptive language skills. Descriptive language skills help students use more complex vocabulary and assists in problem solving skills such as describing and analysing problems and solutions.

Games for Picture Cards

You can play these games using card sets such as from lotto or snap games or you can make your own card sets using Boardmaker or clip art.



1. **Find it.** Place all the cards face up on the table. One player writes down the name of one picture on a piece of paper without showing anyone else. Players who cannot yet write could stick a small sticker on the back of the chosen card. Players take turns to ask questions such as “Is it an animal?”. If it is not an animal all the animal cards are turned face down. If the answer is yes, then all cards which are not animals are turned face down. Discuss with students how a “useful question” means that you can turn over more cards. This encourages thinking skills and reduces guessing. The last card left should be the one chosen. This game develops categorisation, descriptive skills, understanding of negatives and positives and problem solving skills.

2. **Describe it.** Place all the cards face up on the table. This time a player chooses a picture and gives a number of “clues”, around three to five works well. The other students then have turns to guess the item. Encourage “good clues” rather than tricking the other person. This encourages the students to think about the other person’s perspective and what they “need to know” to solve the problem. For groups the person who guesses wins. For pairs, both are the winner if the picture is guessed in three or less guesses. This game develops categorisation, descriptive skills, and understanding of other’s perspectives.

3. **Match it.** Place all the cards face down on the table. Players take turns to turn over two cards. The players can make a match if they can describe something that is the same about the two pictures e.g. they are both animals, round, red, used in the kitchen etc. If they cannot make a match the cards are left face up and the next player turns two more cards and can make matches from any of the four upturned cards. The winner is the person with the most matches. This game develops categorisation, descriptive skills, understanding of characteristics, similarities and differences .

Variations:

Match and Add. As players make a match they must say “These are the same because they are both X and another things that is X is...”

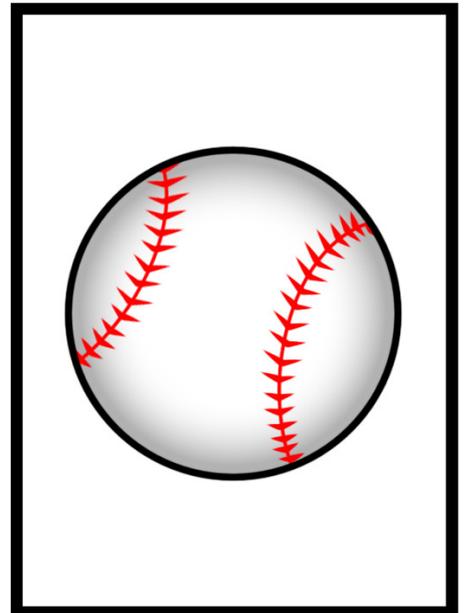
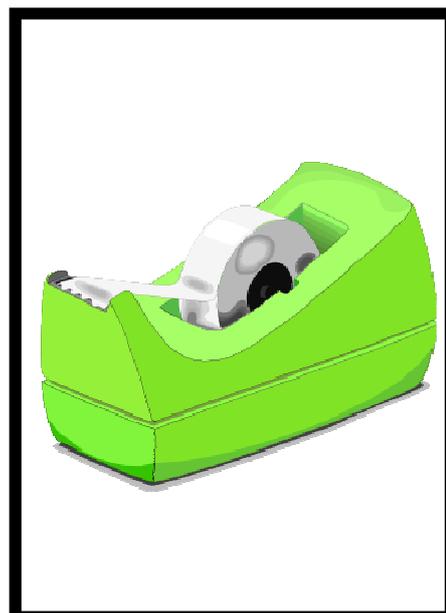
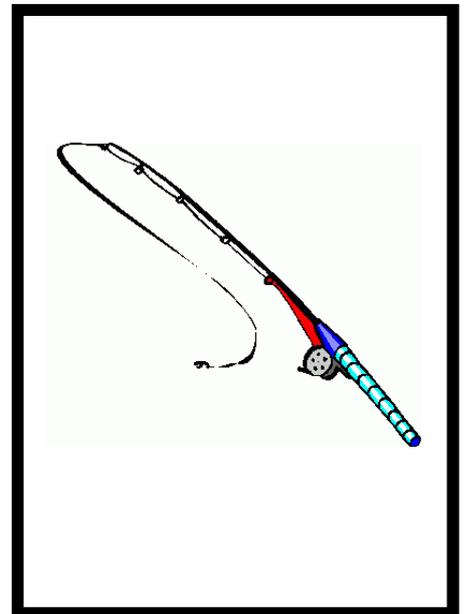
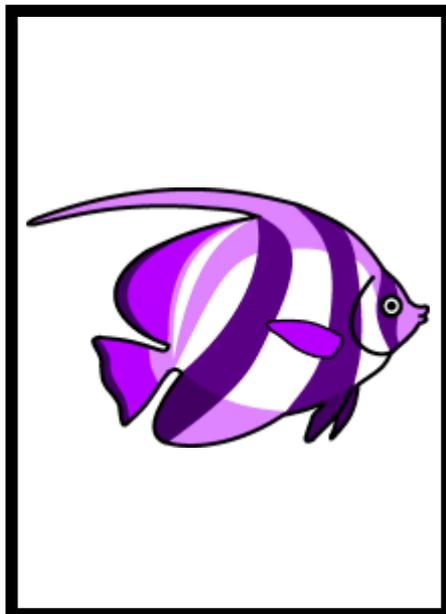
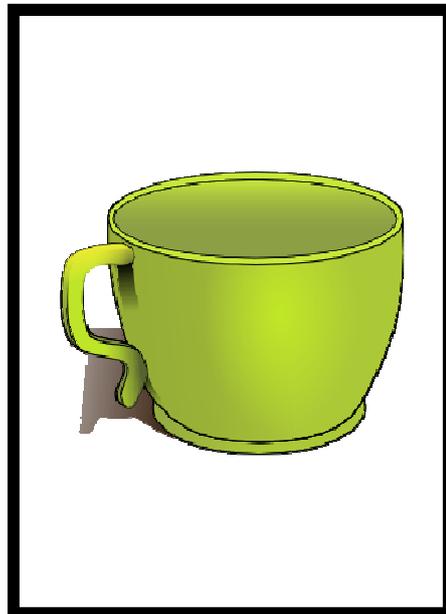
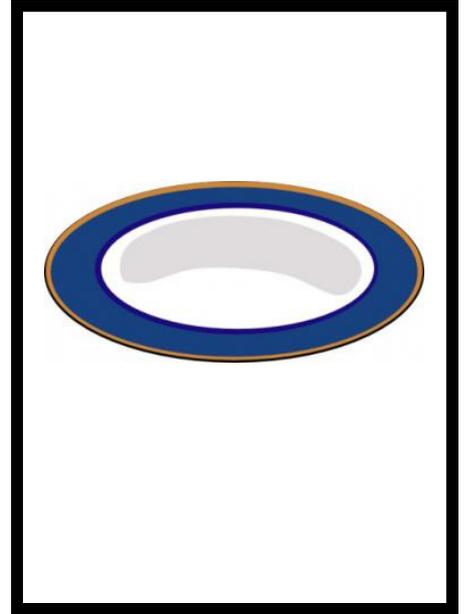
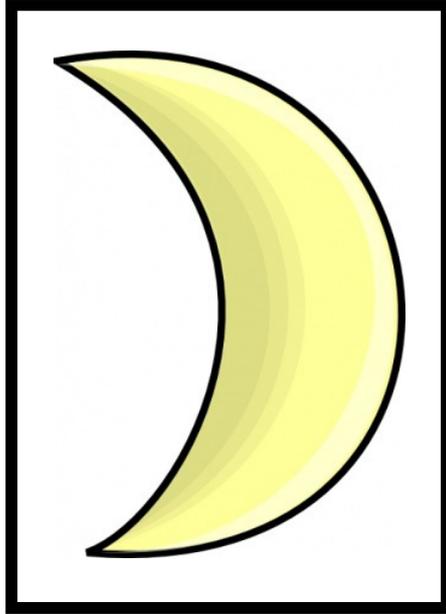
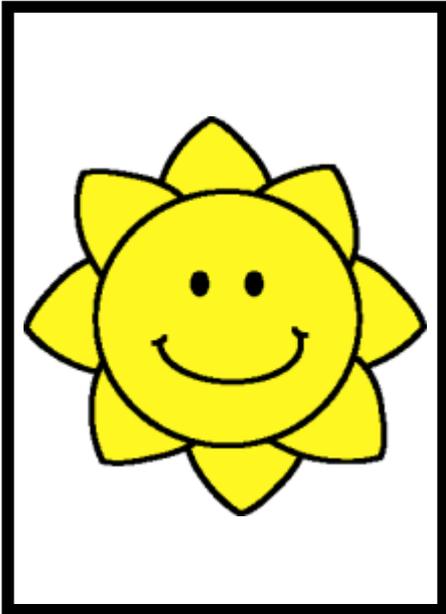
Same and different. As players make a match they must say “These are the same because they are both X and a thing that is not X is...”

Snap it. As above but play as snap game where players take turns to put down a card and can snap if they can describe a similarity between the two cards. This version encourages quicker thinking.

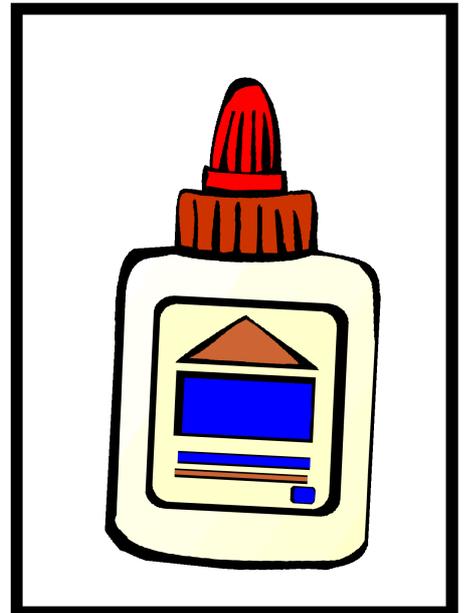
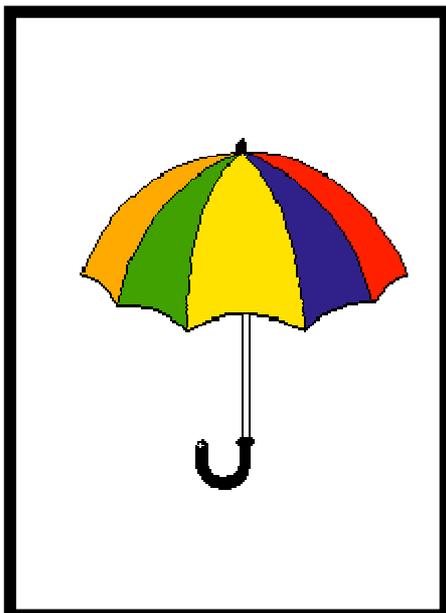
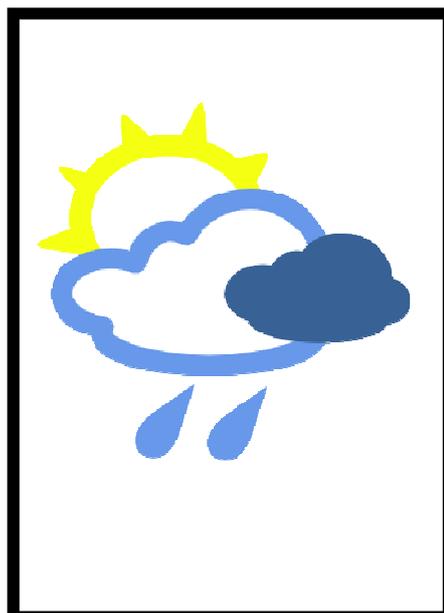


For older or more skilled students play the first two games using “Eye spy, Spot what, Where’s Wally? and other similar picture books.

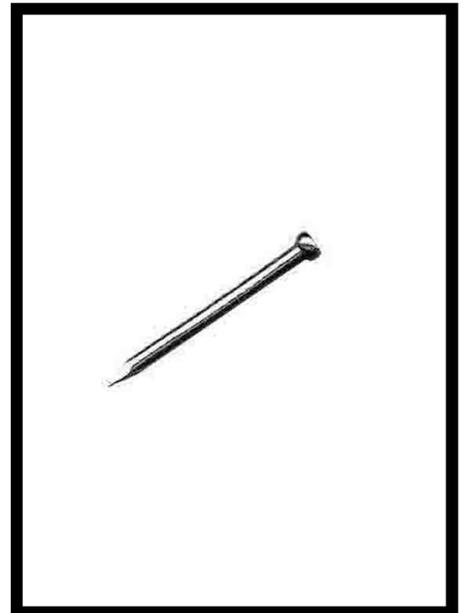
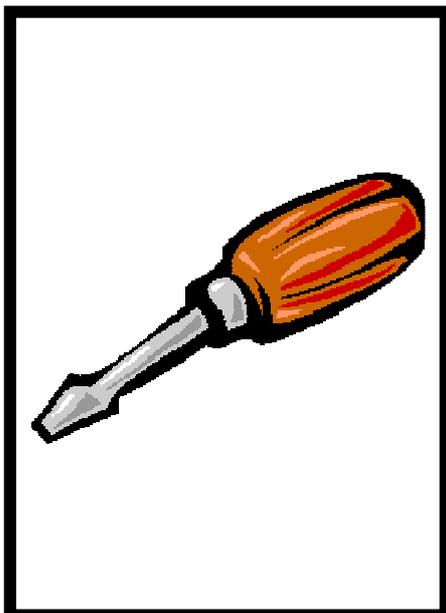
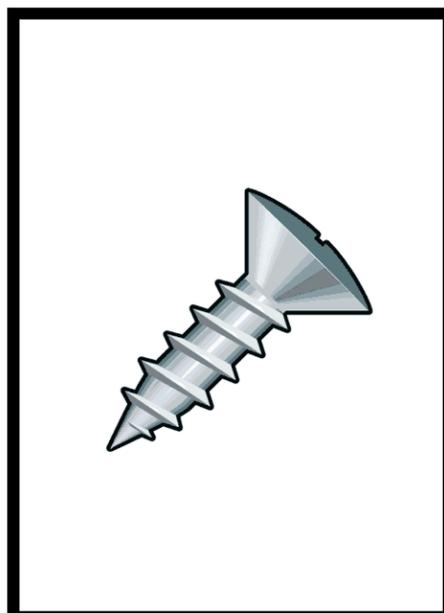
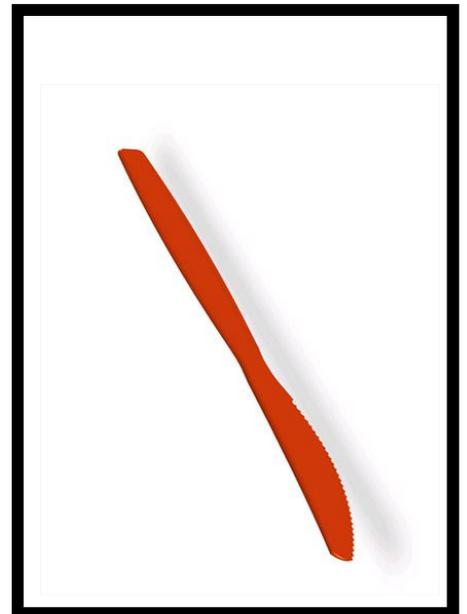
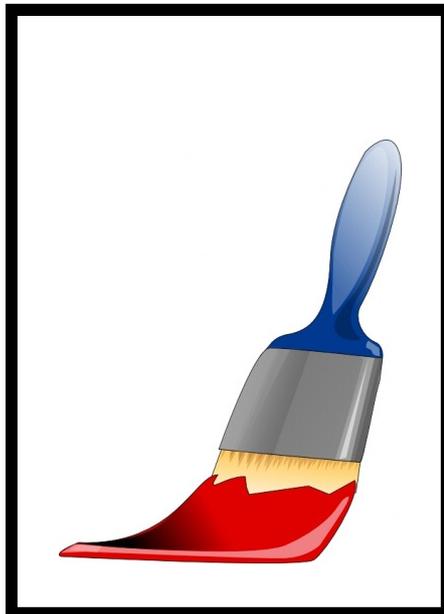
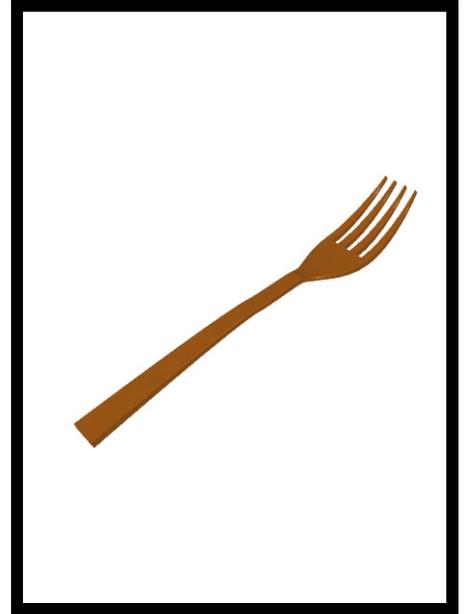
Partners Game



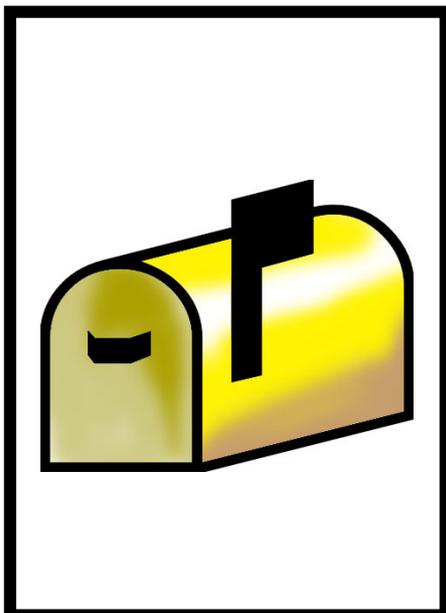
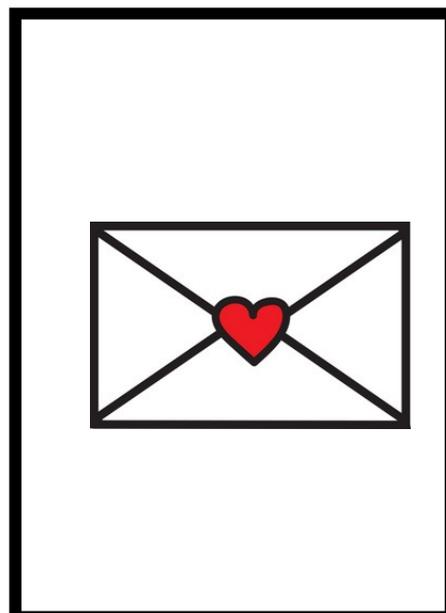
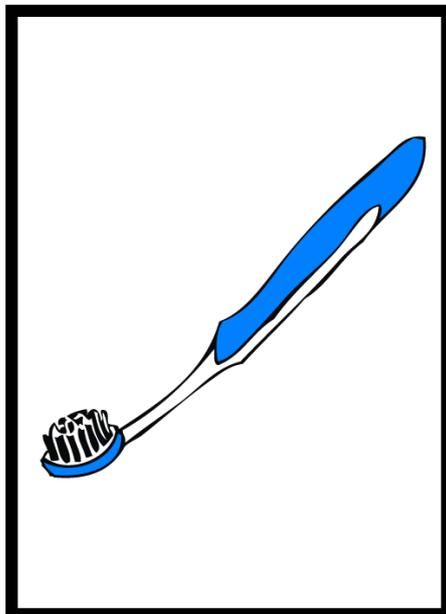
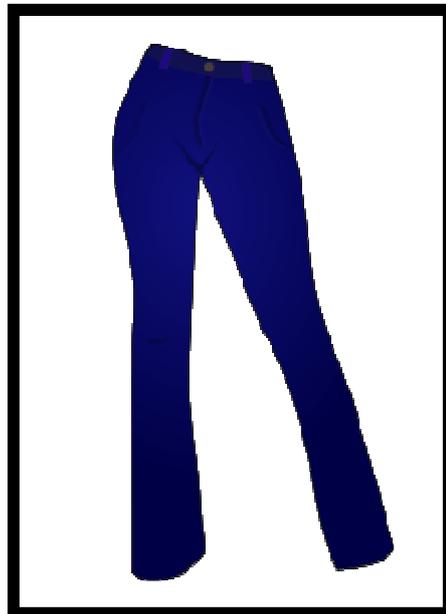
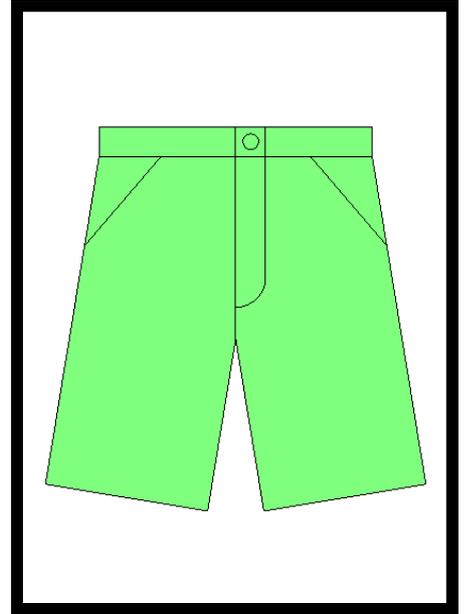
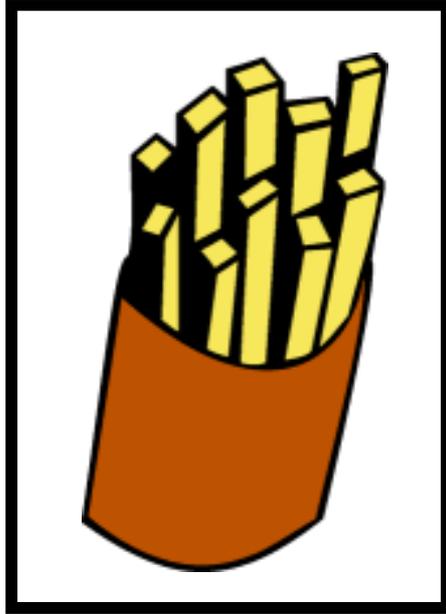
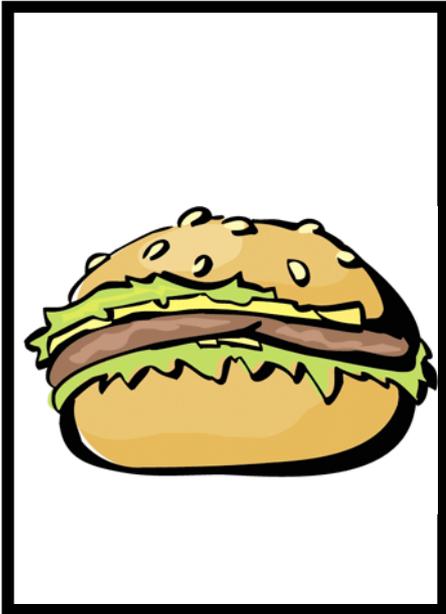
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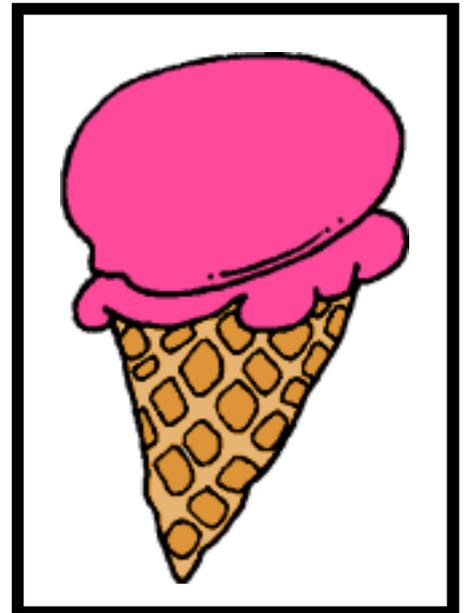
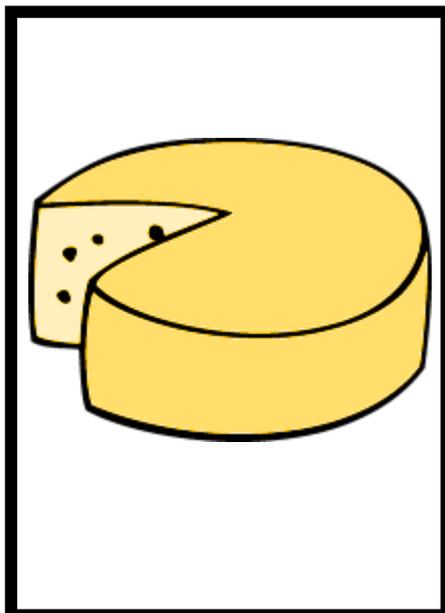
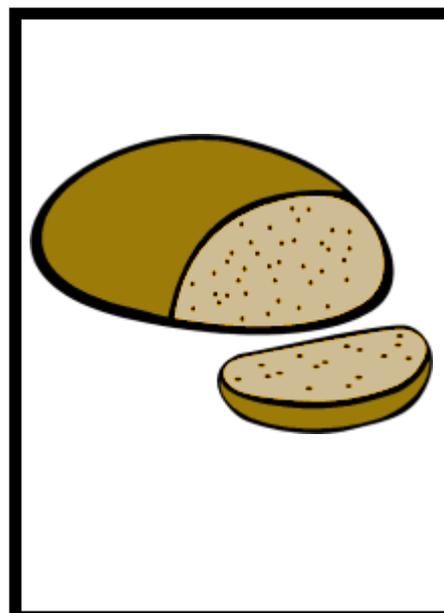
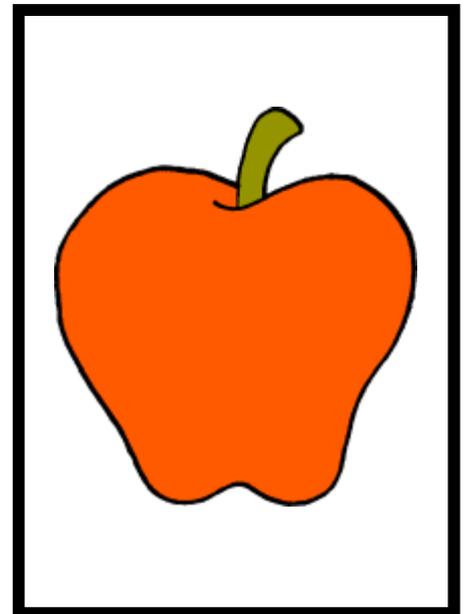
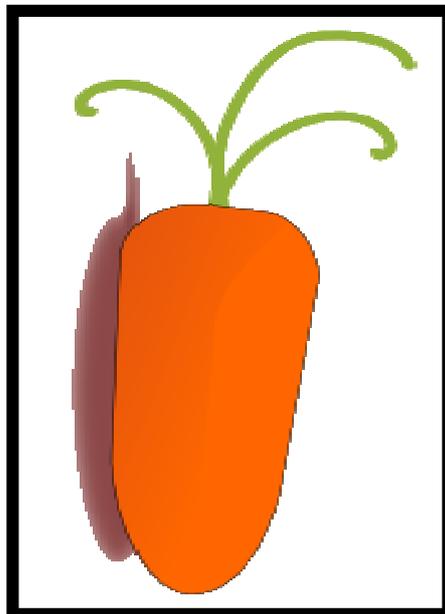
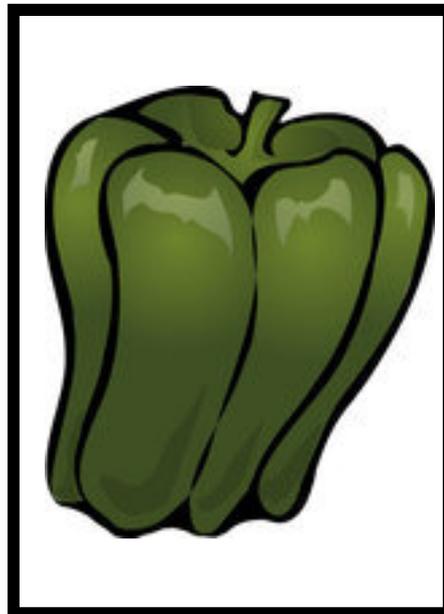
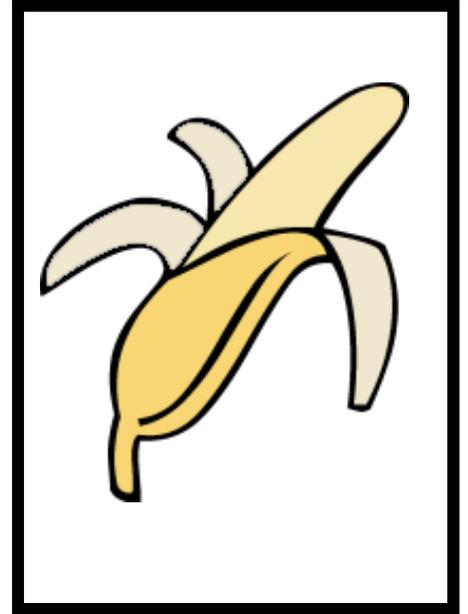
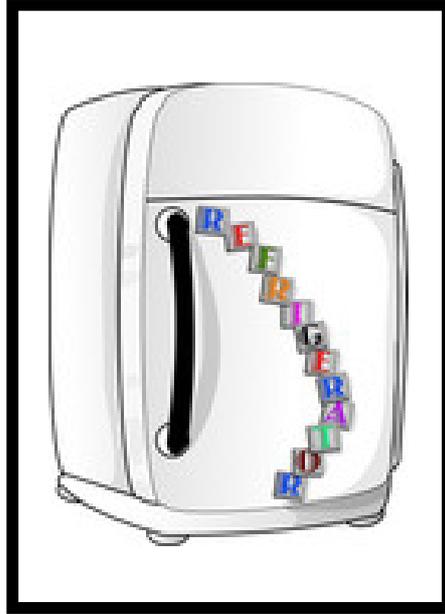
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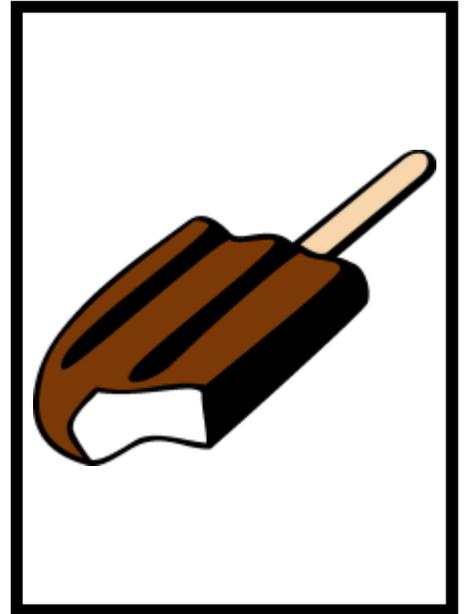
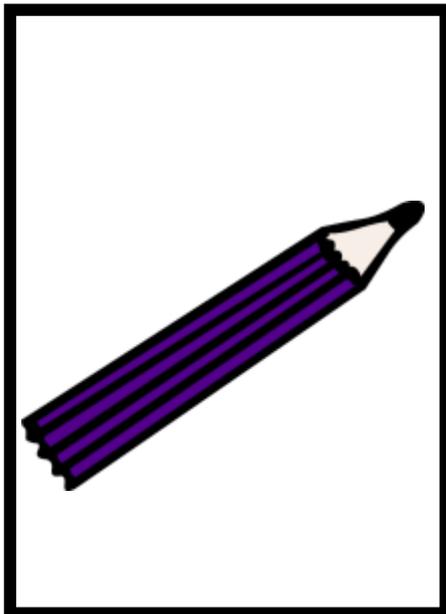
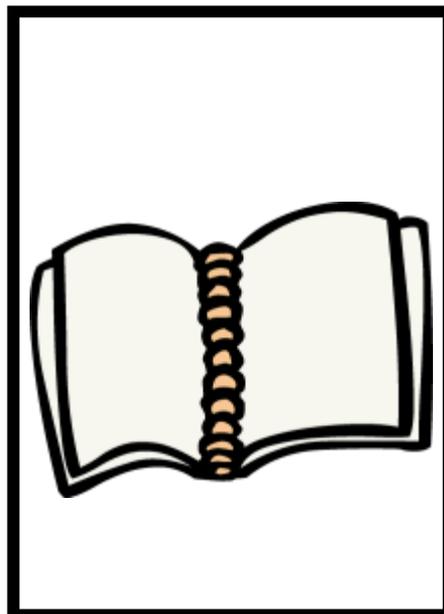
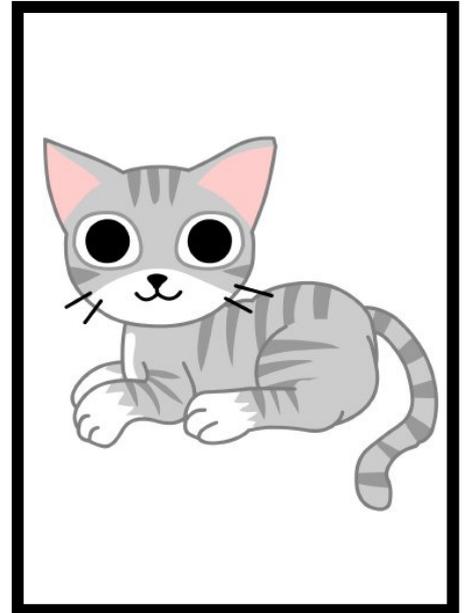
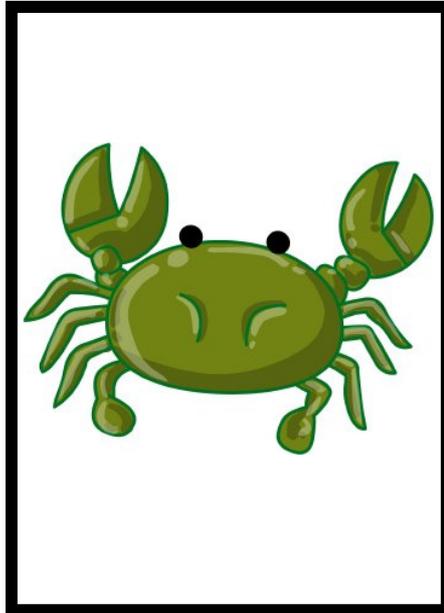
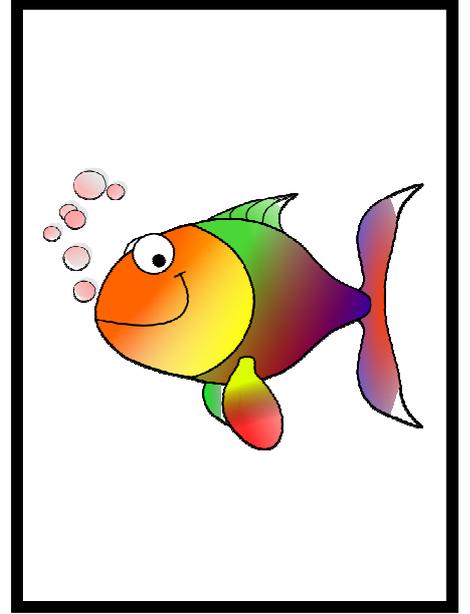
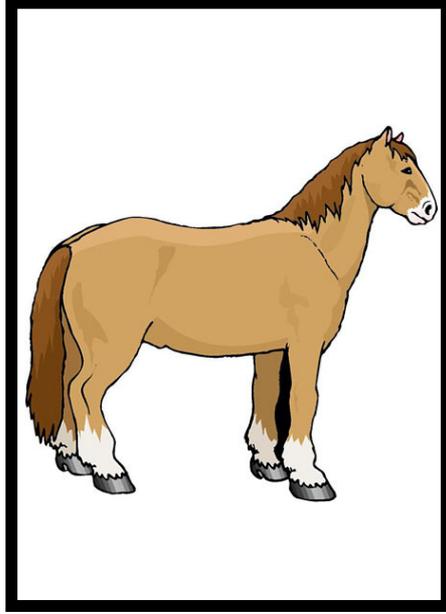
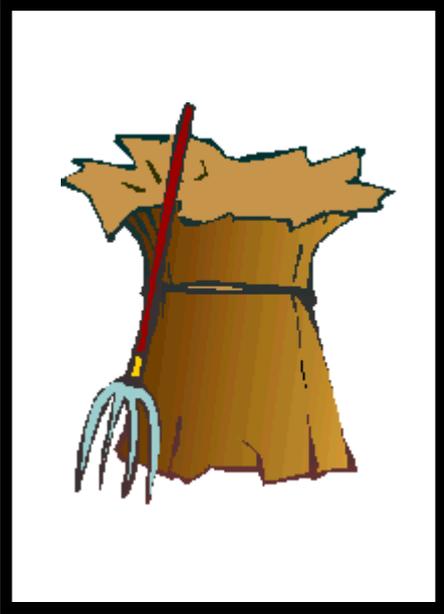
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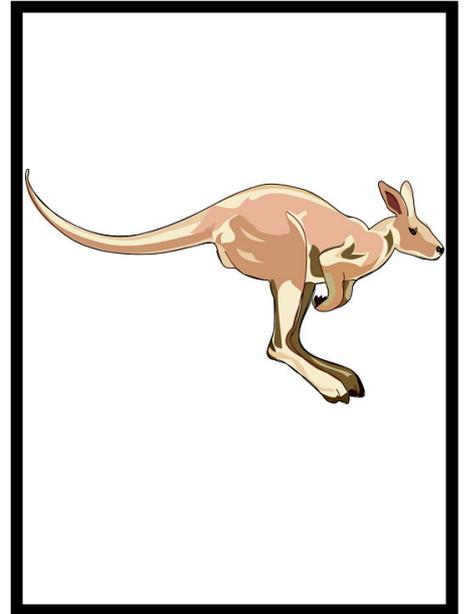
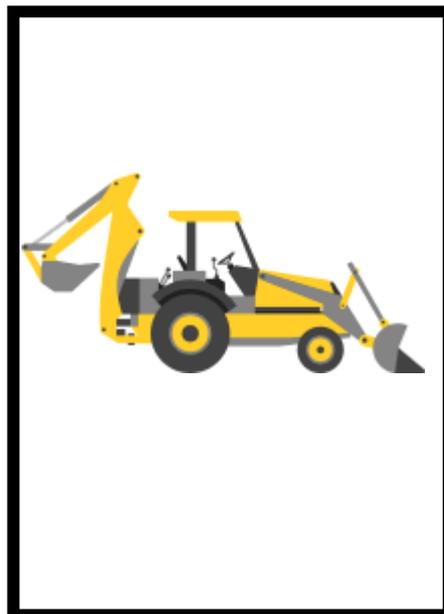
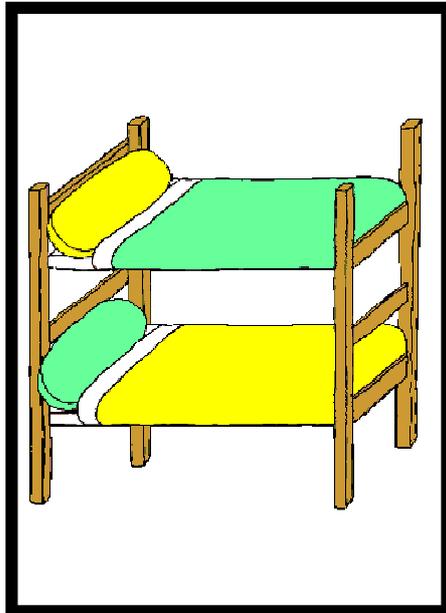
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