

Talking Matters

www.talkingmatters.com.au Ph: 8255 7137
Helping your child to reach their potential



Barrier Games

Barrier games are a fun way to develop many communication skills including: listening skills, oral language, social language, clear talking, understanding and using concepts. They are great for extending the amount of information your child can understand or express within a sentence.

Barrier games require a listener and a speaker, two identical sets of materials and a barrier such as a large book. Materials can include blocks, Lego, miniature objects, animals and figures, sticker sets, picture cards, coloured pencils and paper, real objects, maths or craft materials, pictures from clip art or catalogues. Your speech pathologist can supply you with picture sets to use.



Using the picture sets:

1. Each player has one background sheet and one set of cut up small pictures. Sit facing each other. Lay out each set of pictures in front of each player. Check that the child knows the names of all the small pictures.
2. Explain to the child you are going to play a game to see that you are good listeners and talkers. Explain that you will make a picture and you want your child to make their picture look the same as yours. Stand up the barrier and explain that this is so that the child cannot see what you are doing and needs to listen carefully.
3. Place your small pictures on the background and give the child clear instructions about how to put their pictures in the same position. Make sure you give your child enough time to respond before giving the next instruction.
4. When you have placed all the pictures on the background take the barrier away and talk to your child about the pictures that are placed correctly. Explain that this means they have listened carefully. Fix any pictures that are not placed correctly.
5. Play the game again and this time, tell your child that it is their turn to talk. Explain that you will listen carefully and make your pictures look the same as theirs. Put the barrier up again and ask the child to tell you where to put the pictures. If your child's instructions are not clear, you may need to cue them such as if your child says "put the car there" you might say "I've got the car, but I'm not sure where to put it".
6. Take the barrier away, look at all the pictures that correct and tell your child how this means that they did a good job of talking and that you listened carefully. Talk about any pictures that are in the incorrect position. Model the correct instruction such as "oh, I needed to put the cat under the tree".



Once your child understands how to play barrier games, you can make your own games. You can gradually games more difficult by increasing the length and complexity of the instructions or the number of items. You can also introduce concepts of space (such as: in, on, under, next to, above and below), colour and size.

Where can I live?

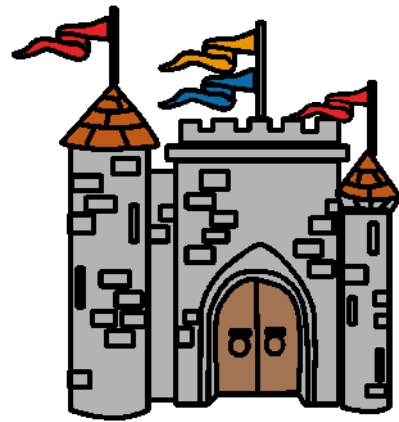
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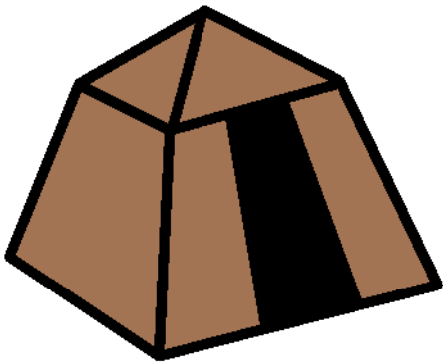
house



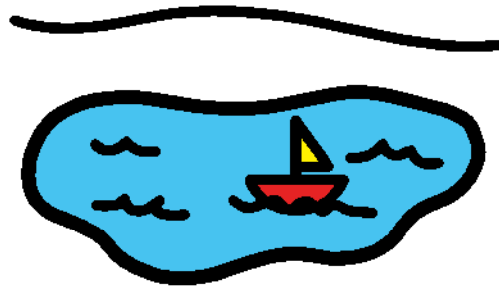
castle



tent



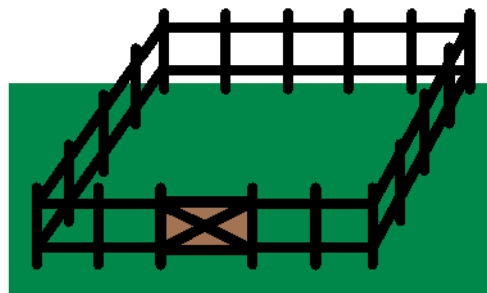
lake



gum tree



fence



Where can I live?

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sheep



cow



pig



dog



bird



duck



fish



rabbit



boy



girl



man



woman



king



queen



ballet dancer



football player



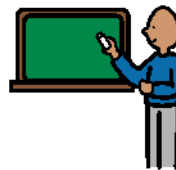
police officer



astronaut



teacher



chef

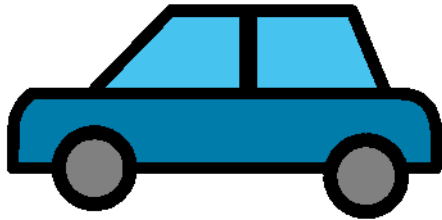


What can I ride in?

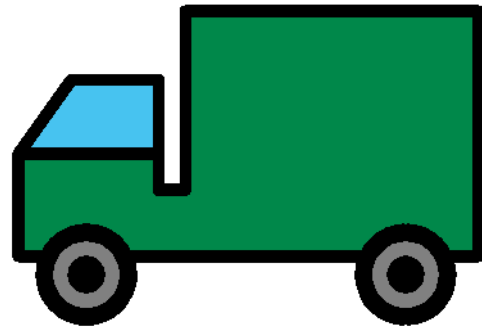
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car



truck



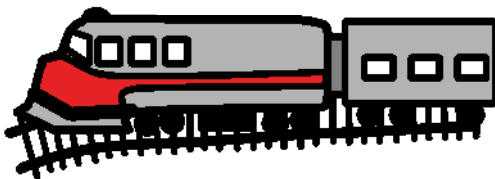
airplane



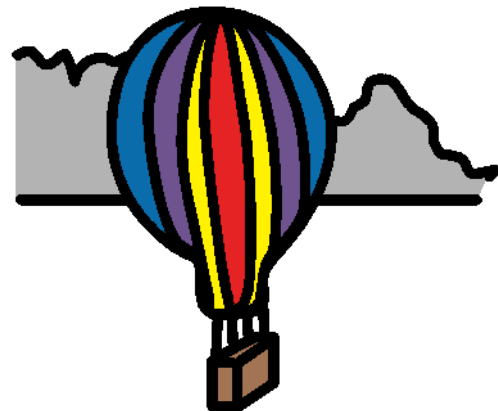
boat



train



hot air balloon



What can I ride in?

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ballet dancer



Santa Claus



superhero



football player



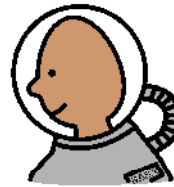
police officer



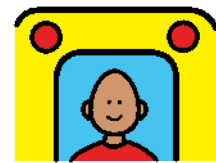
postie



astronaut



bus driver



carpenter



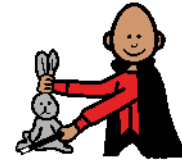
cowboy



cleaner



magician



chef



clown



doctor



farmer



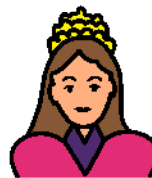
fire fighter



witch



princess



snowman



What can play with?

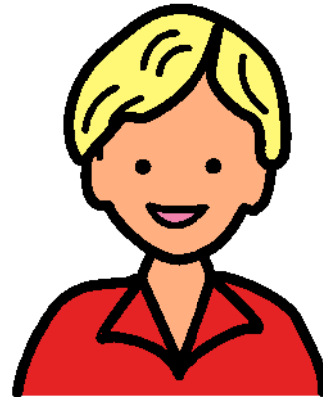
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girl



boy



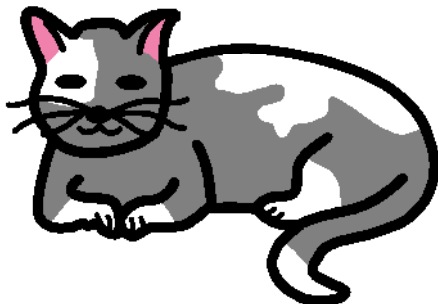
baby



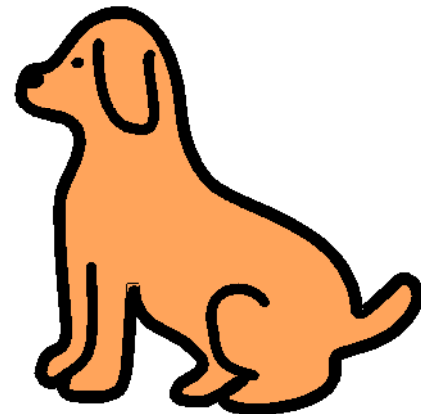
teddy bear



cat



dog



What can play with?

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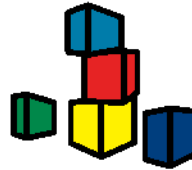
ball



toy train



blocks



puzzle



car



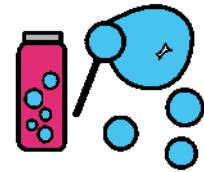
rubber duckie



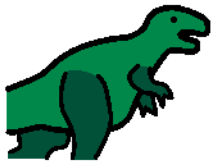
flap book



bubbles



dinosaur



doll



doll house



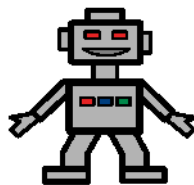
kite



puppet



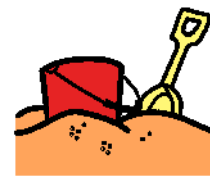
robot



rocking horse



bucket and spade



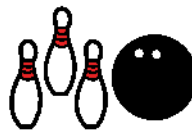
bike



balloons



bowling



dough

