

Good times with games

Talking activities



Talk Box

Games help your child ask and answer questions, describe things, learn new words, tell stories, and build their understanding. They also give your child practice with following directions, planning and organizing, remembering things, taking turns, and playing fair.

Games on the go

Games on the go are easy to play, build language, and can be played almost any time and anywhere. Play with the whole family. Play in the car, on a walk, in a waiting room, or while waiting in a line.

- **I spy:** Take turns guessing things that you see. Pick something that you can both see but don't say what it is. Give clues until your child guesses what you are describing. For example, if you spy a fork, you might say, "I spy something metal," or, "I spy something that I eat with."
- **What am I?:** Take turns giving clues to guess an object that you're thinking of. Your descriptions will sound like a riddle. For example, if you're describing a goldfish, you could say, "I'm orange, I swim, and I have fins. What am I?"
- **Chain game:** Take turns saying words that go together. See how long you can go without breaking the chain. For example, start by saying, sun. Have your child add a word that goes with sun, like summer. Then, you'll need to come up with a word that goes with summer. You may end up with a very long chain of words like: sun, summer, hot, beach, sand, sandcastle, shovel, pail. Keep going until you can't think of any more words.
- **20 questions:** Take turns thinking of a person, place, or thing. Don't say what you're thinking of. The other person asks questions to guess what you're thinking of. The questions can only be answered with yes or no. They have to guess correctly in 20 questions or fewer.
- **Simon says:** Give 1, 2, or 3 directions to your child. Start most of the directions with "Simon says." For example, "Simon says, touch your ear, then jump up." Your child can only follow the directions that start with "Simon says." If you don't say "Simon says" at the beginning of your direction, they shouldn't do what you say. For example, if you say, "Turn around and clap your hands," your child should do nothing and say, "You didn't say Simon says!" Take turns being the person who gives the directions.



For more information scan this QR code or visit: ahs.ca/talkbox



Board games

Board games that encourage conversation are a great way to have fun with your child and build language at the same time. Ask about games you can sign out at your local public library. Find games at garage sales, thrift stores, or buy them used online. Try these games.

4 years of age and older

- Create a Scene magnetic playset
- magnetic boards
- memory or matching games
- What's in Ned's Head?

5 years of age and older

- Clue Junior
- Scrabble Junior
- Spot it!

6 years of age and older

- Guess Where? or Guess Who?
- Pictionary
- Rory's Story Cubes

7 years of age and older

- Apples to Apples Junior
- Hedbanz Junior

8 years of age and older

- Cranium (12+)
- Scattergories

Digital games

Digital games, like video games, apps, or online games, are not a substitute for real life experiences playing with friends and family. These games can be used in combination with face-to-face conversation and play to help your child build language skills. If your child does play digital games, join and play the game with them. Invite family or friends, and make it into a conversation. Choose games that are a good fit for your child's age and let them use creativity and problem solving.

Where to get help

Speech-language pathologists can help. Learn more at ahs.ca/pedrehab.

Use any games that get your child talking. They can be from your childhood, from your culture, or make them up.

