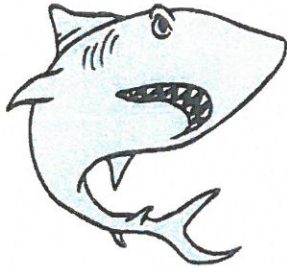


## Pack for the sound 'sh' at the start of words



**This pack should only be used under the guidance of a Speech and Language Therapist**

Original Concepts by Speech and Language Therapists in Hull and East Yorkshire  
Updated by Rona Gaffney 2015

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|  |  |   |  |   |  |
|--|--|---|--|---|--|
| Name: _____  |  |   |  | D.O.B: _____  |  |
| School: _____  |  |   |  |   |  |
| Overall aim(s)   |  | Where am I now?   |  | What will I achieve?  |  |
| To help the child improve their speech production skills to their full potential           |  | The child is not using 'sh' at the start of words in their speech |  | The child will be able to produce 'sh' correctly at the start of words in sentences during structured therapy activities 80% of the time. |  |
| Therapy package: Targets will be reviewed as agreed with the speech and language therapist |  | Timescale: As agreed with the speech and language therapist       |  | Factors contributing to outcome: Commitment from adults working with the child and regularity of practice.                                |  |
|  |  |   |  | Outcome   |  |
|  |  |   |  | Actual Outcome  |  |

Please work through the following activities. If you have any questions or feel that the targets have been achieved, please contact the speech and language therapist.





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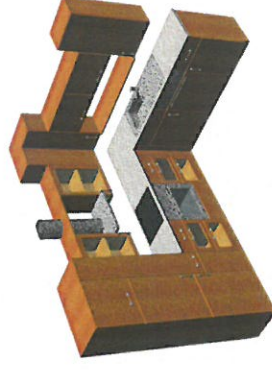
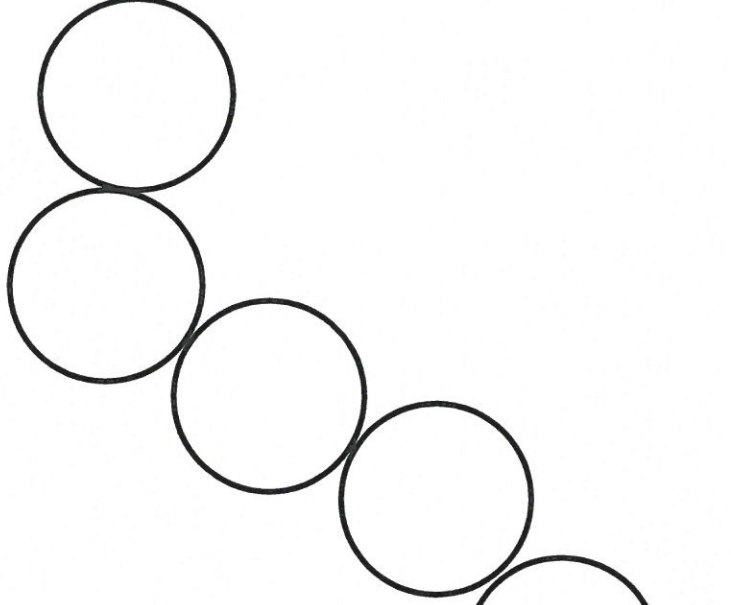
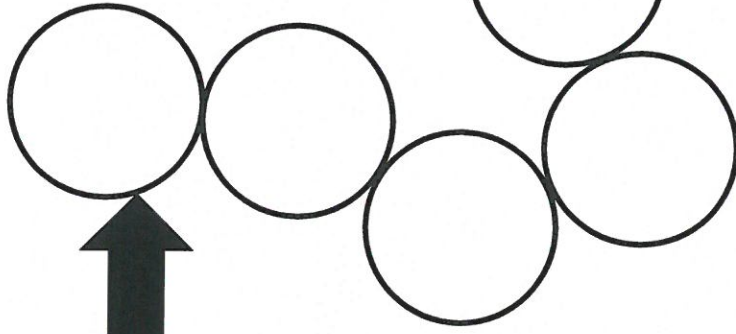
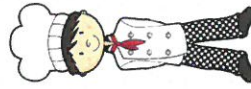


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## Can You...?

**Can you get the chef to the kitchen?**

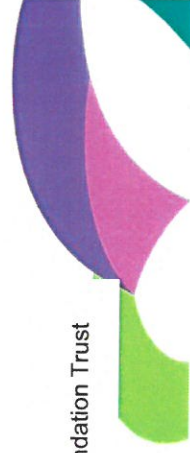
Say your special speech sound every time you 'land' on the stepping stones to get to the kitchen. Put a tick on each stepping stone as you go along.



Created by Kathryn Thompson 2014  
Updated by Rona Gaffney 2015

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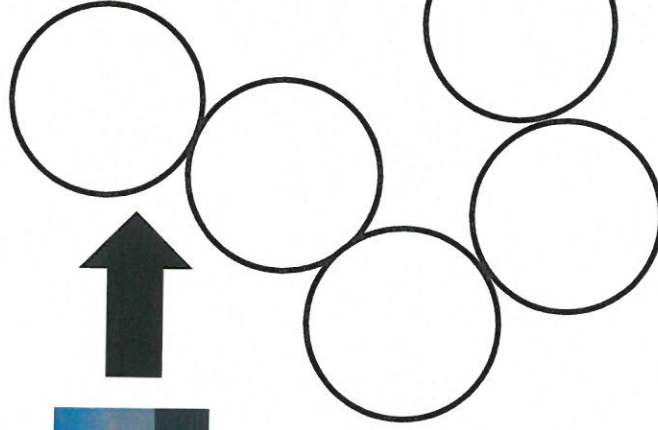
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## Can You...?

**Can you get the ship to the ocean?**

Say your special speech sound every time you sail to the stepping stones to get to the ocean. Colour in each stepping stone as you go along.





## Pyramid Game

### How to play:

- Start at the bottom of the pyramid, ask the child to say the sound correctly three times, the child can colour in each box they produce correctly.
- If the child is able to produce the sound 3 times, then they may move onto the next square
- Continue the game until they reach the top of the pyramid

Created by Roxanne Parr 2015

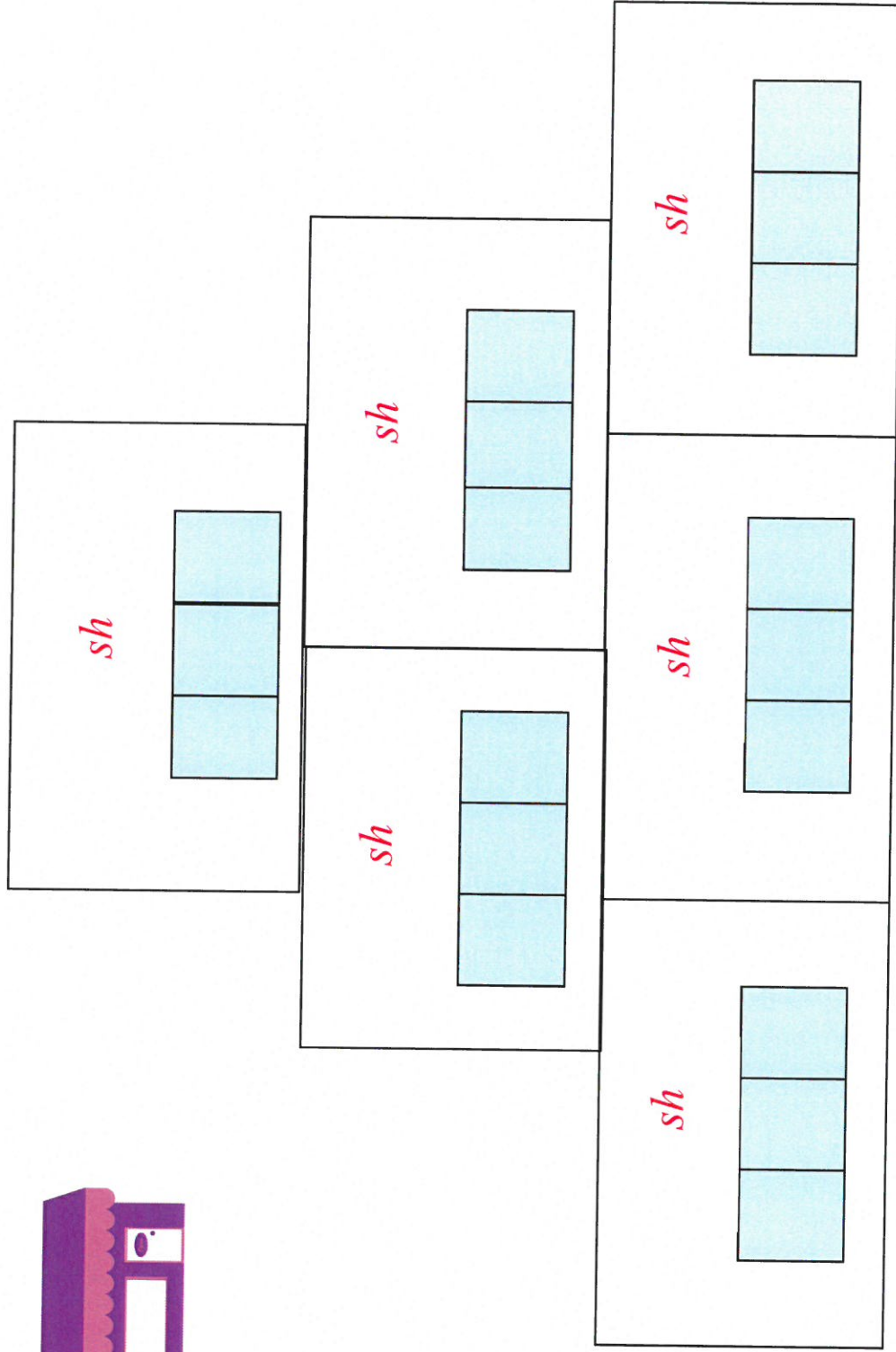
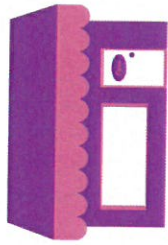




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Created by Roxanne Parr 2015



# Shovel Game

Place Jolly Phonics or Read Write Inc vowel cards on each space around the shovel. Ask the child to cover each sound with the 'sh' card and say the sounds together (e.g. sh..o, sh..a, etc)



Created by Rona Gaffney 2015

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# Duckling Game

## You will need:

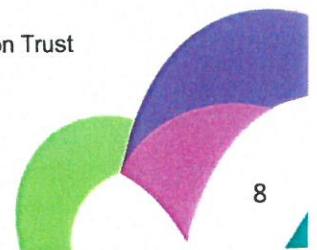
- Pond with bridge on
- Duck (cut out)
- Phonics cards for vowels (e.g. Jolly Phonics, Read Write Inc)

## How to play:

- Place a vowel card in the space next to each 'b' on the bridge
- Place the duck at one side of the bridge
- Every time the child says both sounds correctly the duck moves forward one space across the bridge
- If the child gets a sound wrong, the duck will need to go back one space
- Once the child has reached the end of the bridge and the duck is safely at the other side, the game is completed.

Created by Roxanne Parr .2015

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sh

sh

sh

sh

sh

sh

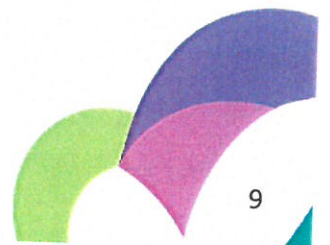
sh

sh



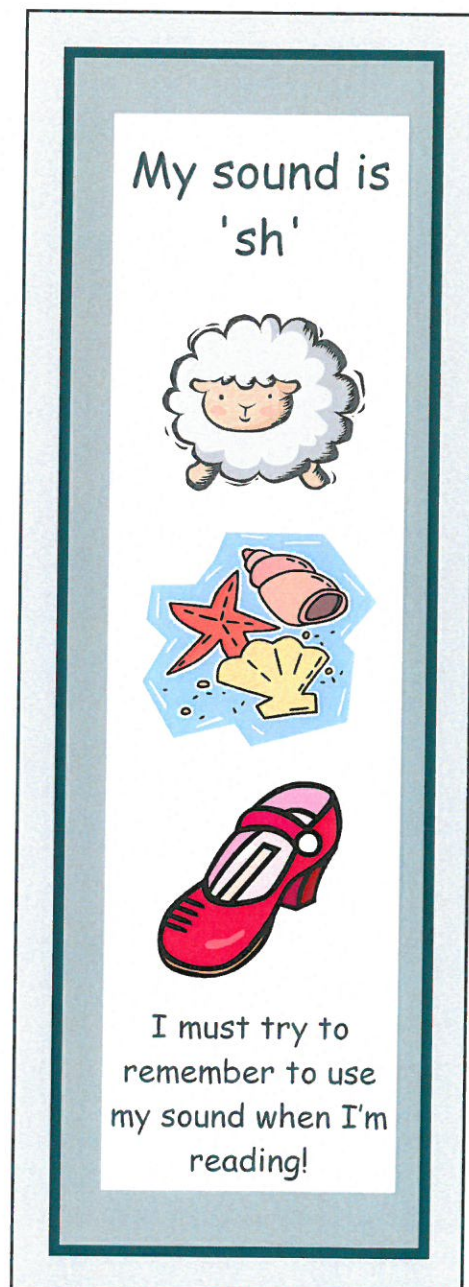
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## Bookmark

Cut out and use in reading book as a reminder to child to use their special sound.



## BUS JIGSAW

### YOU WILL NEED A DICE TO PLAY THIS GAME

- Cut out the windows and door pieces with numbers on.
- Each player is given a bus board with various pictures on beginning with your child's target sound.
- Take it in turns to shake the dice and find the correct window piece with that number on.
- Place the window piece in the correct place on your bus board and say the picture you are covering over. Remember to use your target sound.
- The winner is the player who covers all their pictures over first.
- This game can be played at 3 levels of difficulty (see below). Ask your therapist at which level to play the game.

LEVEL 1 – (SINGLE WORDS) Say the words you cover over – as above.

LEVEL 2 – (TARGET WORDS IN PHRASES) Say the target word in this set phrase “I’ve got the …………….”

LEVEL 3 – (TARGET WORDS IN SENTENCES) Say the target word in your own sentence.

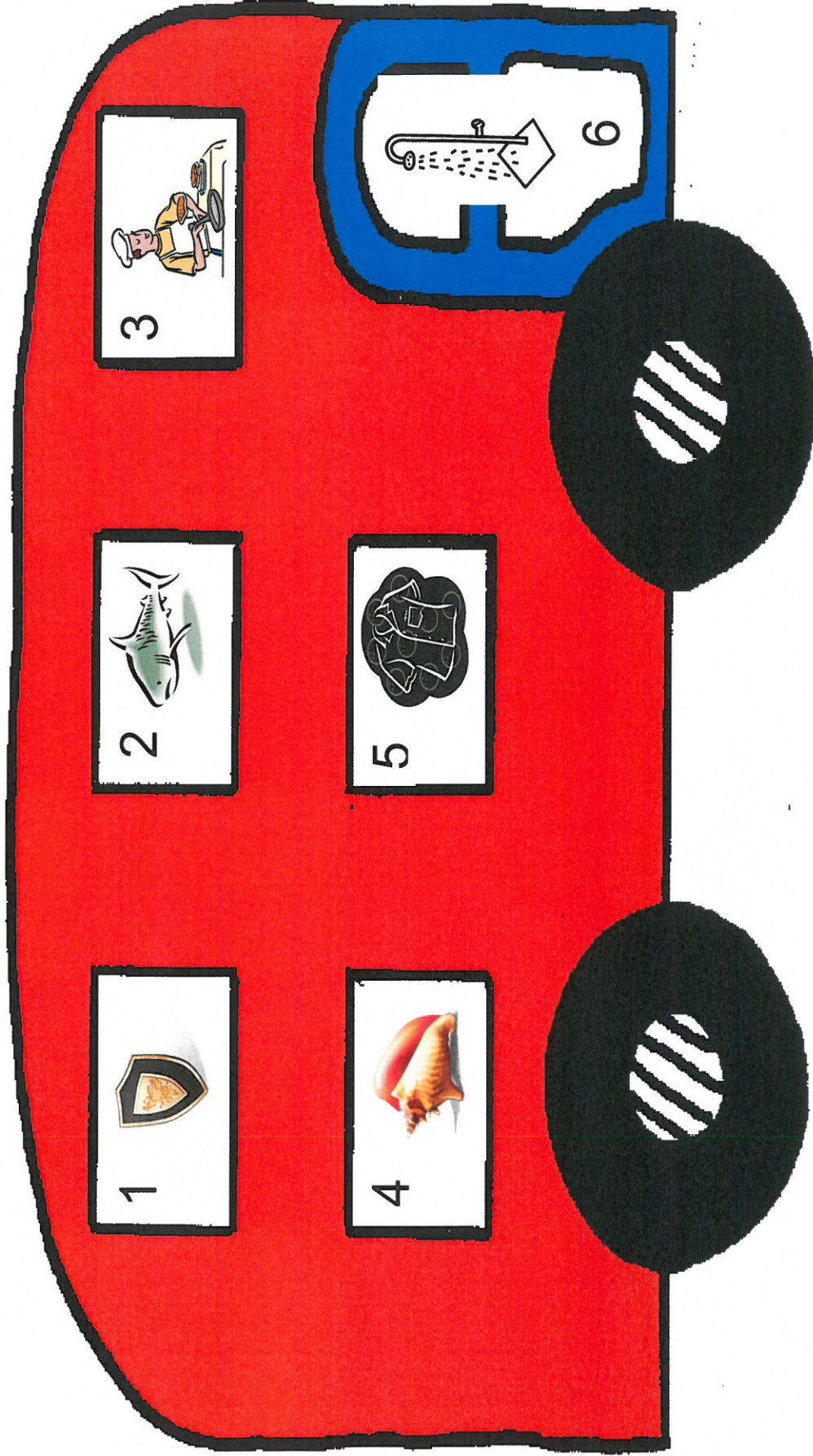




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sh at the start of words  
shield, shark, chef, shell, shirt, shower

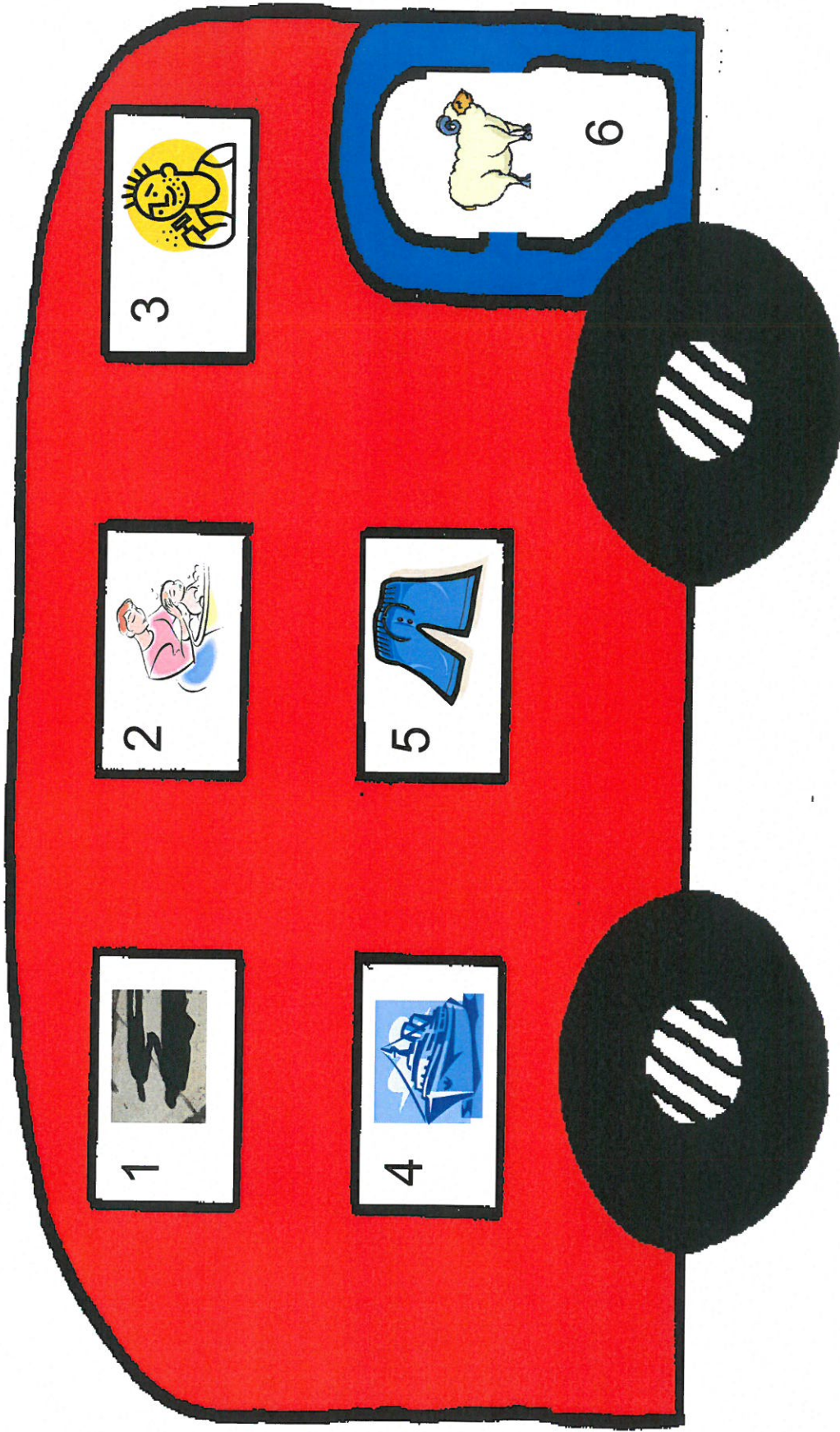
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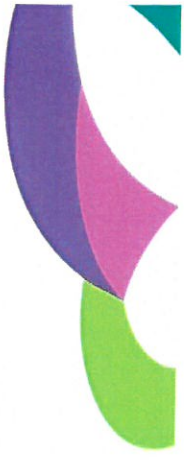
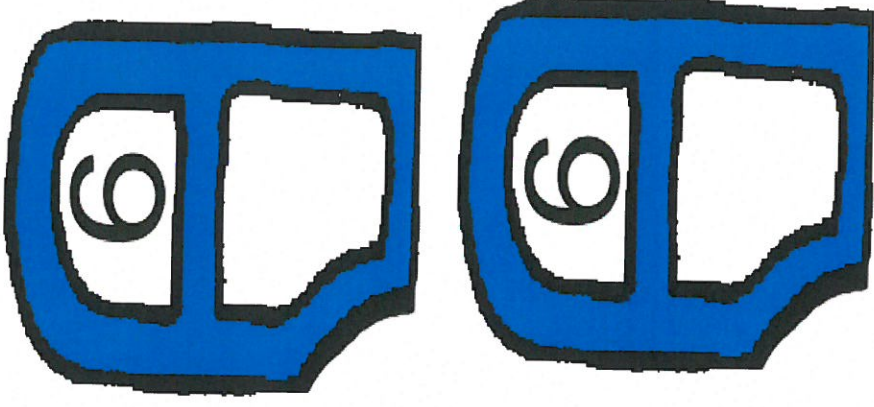
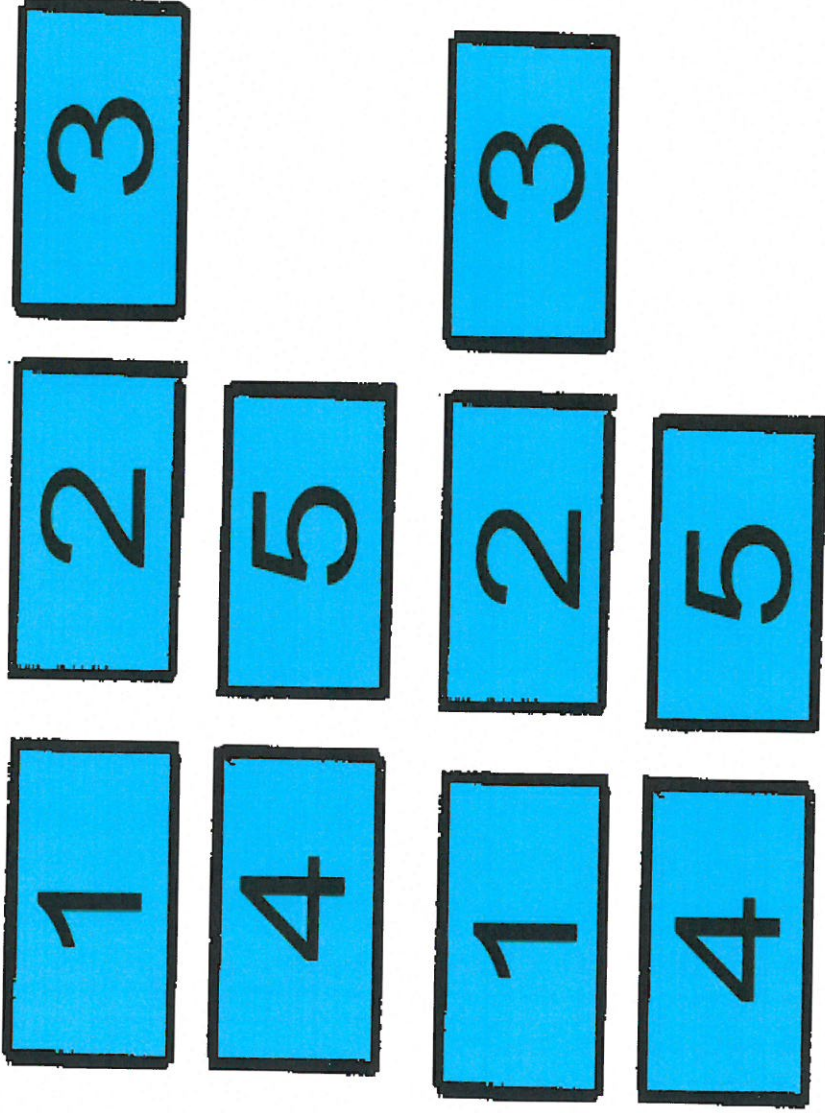
sh at the start of words  
shadow, shampoo, shave, ship, shorts, sheep

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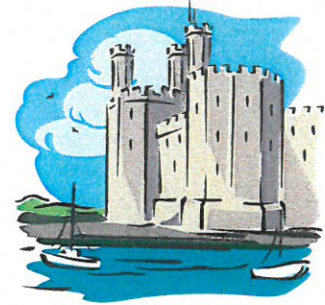
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## Castle Game



### Instructions

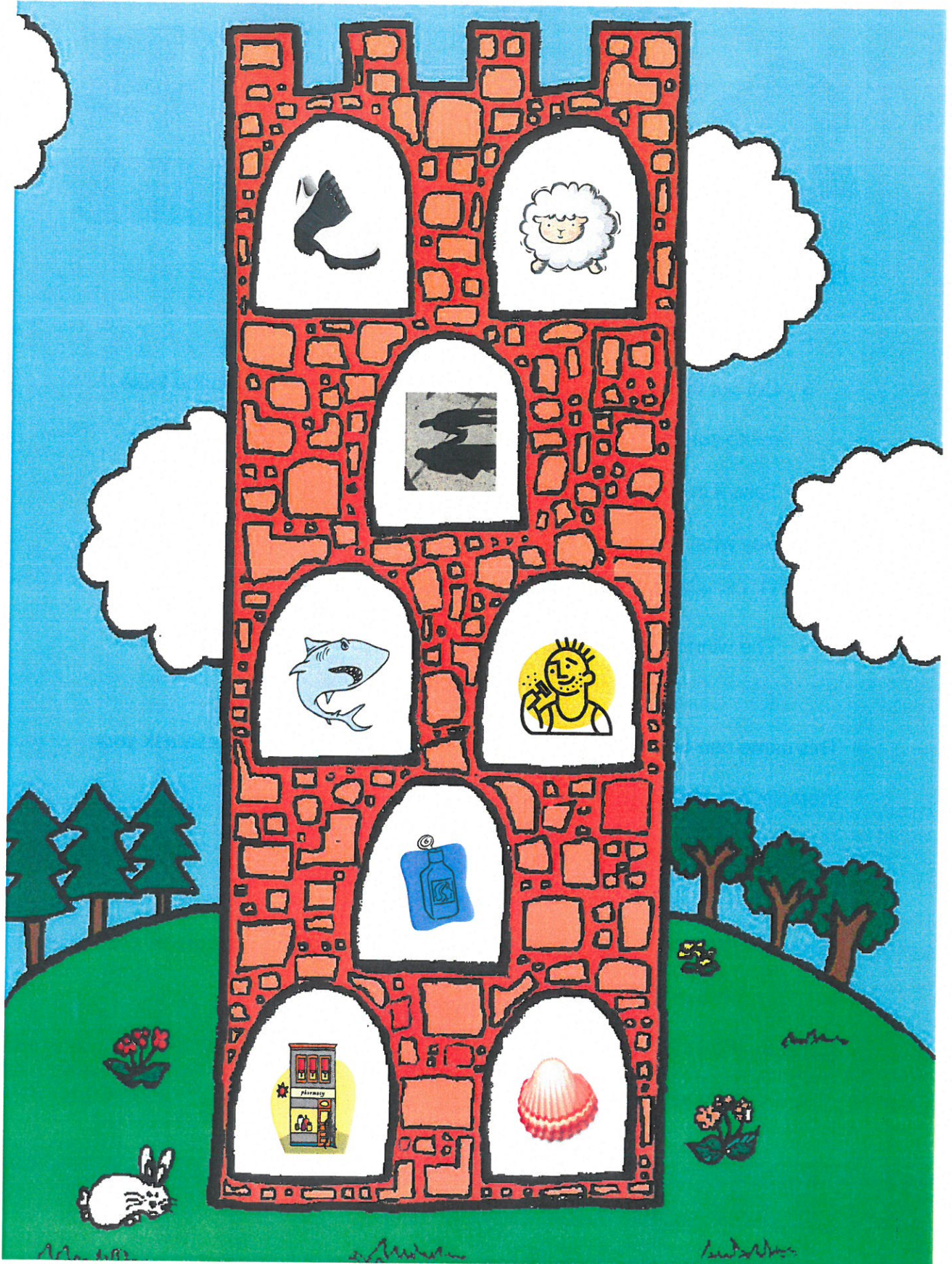
- Each player has a castle lotto board.
- Cut out the castle window pictures and spread them out on the table – make sure the pictures are face down so you can't see them!
- Take it in turns to choose a picture.
- Say what the picture is, remembering to use your special sound.
- Match the picture to the correct castle lotto board.
- The winner is the player who gets all the pictures on their board first!

This game can be played at 3 levels of difficulty (see below). Please ask your therapist at which level to play the game.

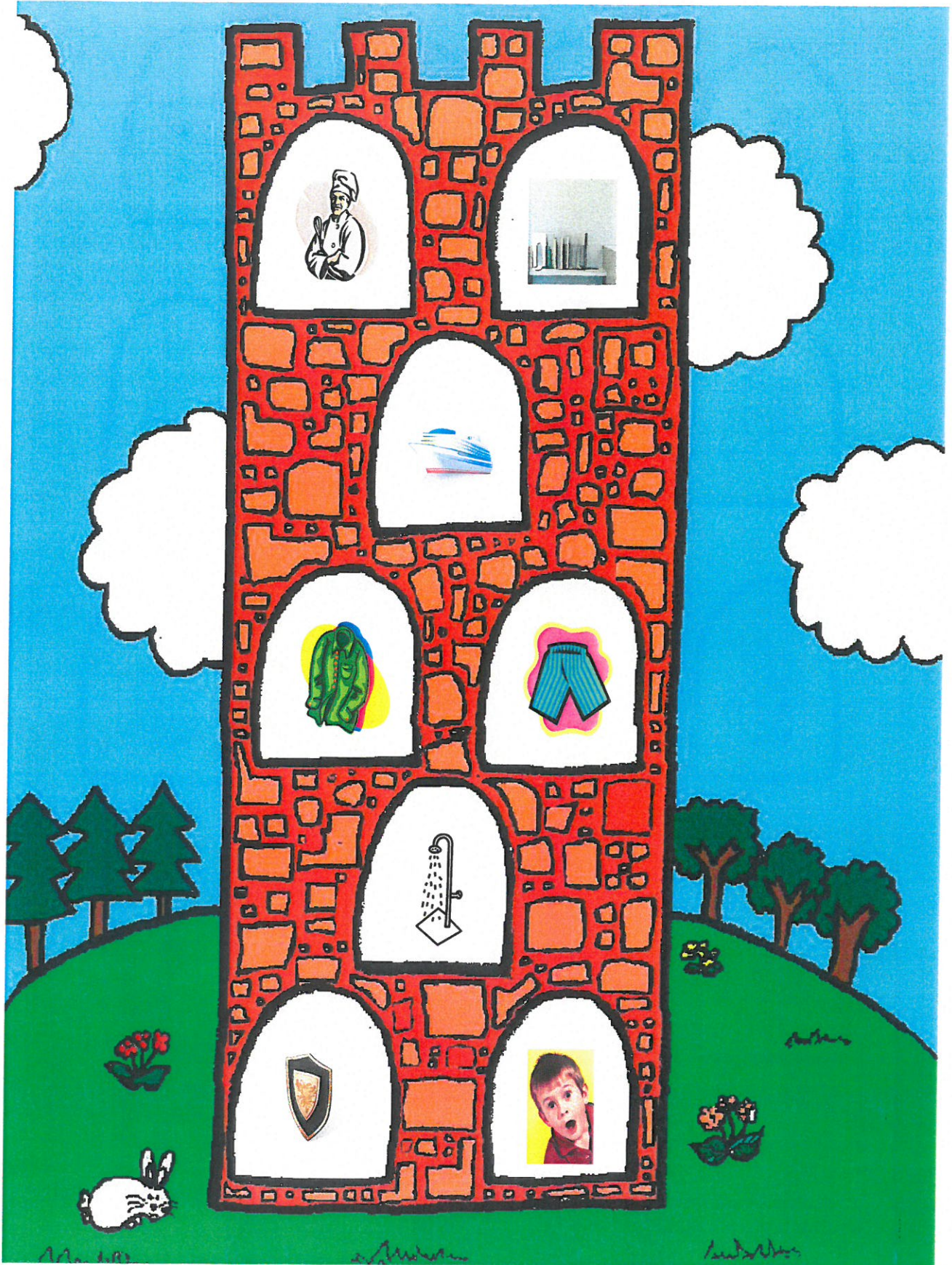
**Level 1** – (SINGLE WORDS) Say the words – as above.

**Level 2** – (TARGET WORDS IN PHRASES) Say the target word in this set phrase “I’ve got the…….”

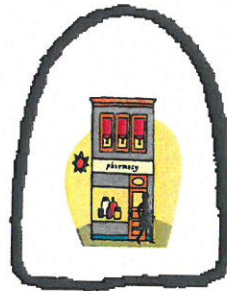
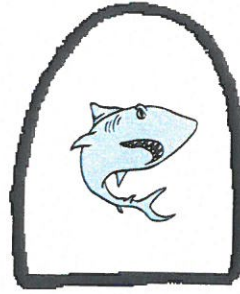
**Level 3** – (TARGET WORDS IN SENTENCES) Say the target word in your own sentence.







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sh at the start of words

shoe, sheep, shadow, shark, shave, shampoo, shop, shell, chef, shelf, ship, shirt,  
shorts, shower, shield, shock

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## FISH JIGSAW

### YOU WILL NEED A DICE TO PLAY THIS GAME

- Cut out the fish pieces with numbers on.
- Each player is given a fish board with various pictures beginning or ending with your child's target sound.
- Take it in turns to shake the dice and find the correct fish piece with that number on.
- Place the fish piece in the correct place on your fish board and say the picture you are covering over. Remember to use your target sound.
- The winner is the player who covers all their pictures over first.
- This game can be played at 3 levels of difficulty (see below). Ask your therapist at which level to play the game.

**LEVEL 1 – (SINGLE WORDS)** Say the words you cover over – as above.

**LEVEL 2 – (TARGET WORDS IN PHRASES)** Say the target word in this set phrase “I've got the .....

**LEVEL 3 – (TARGET WORDS IN SENTENCES)** Say the target word in your own sentence.

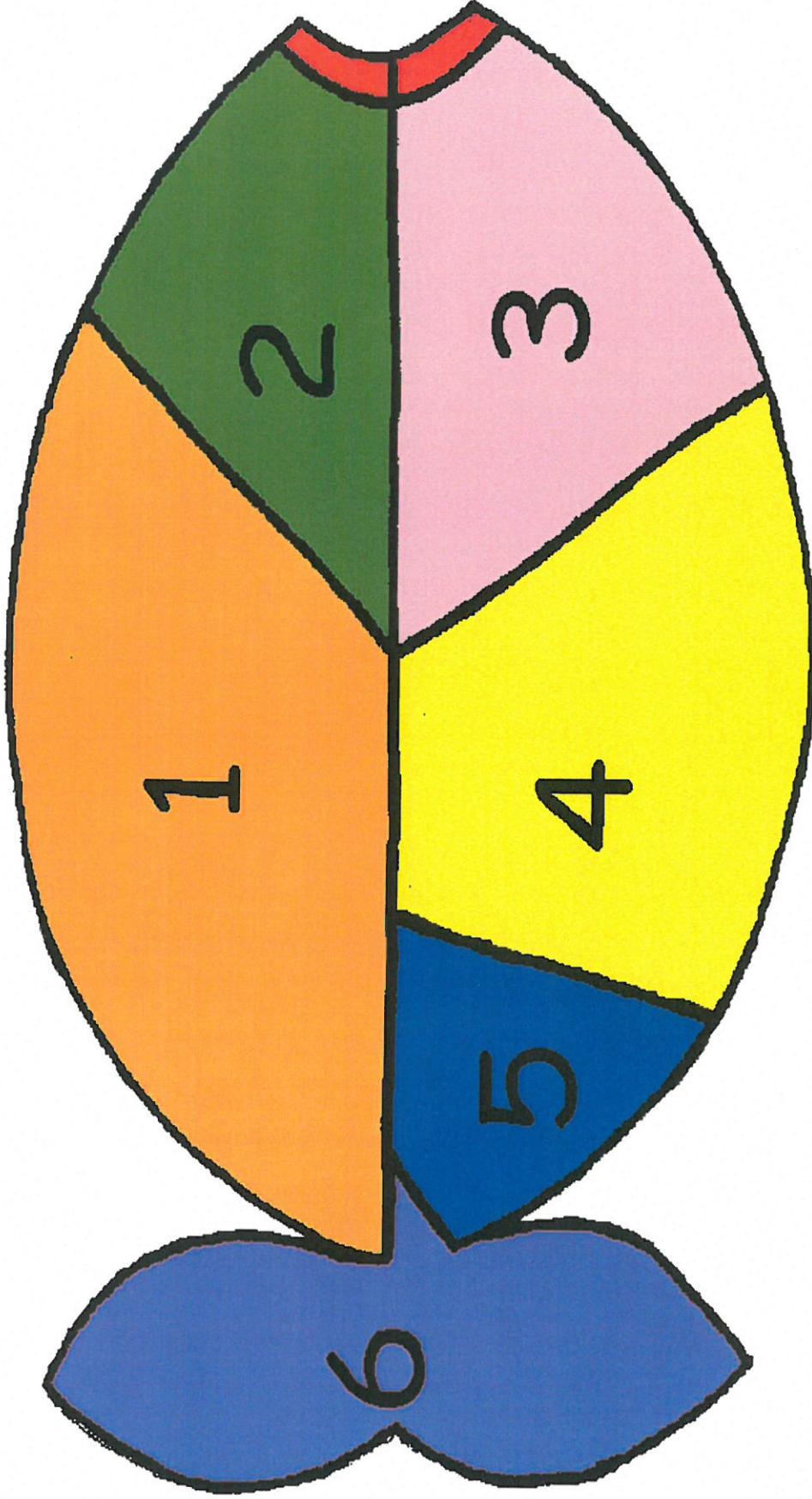




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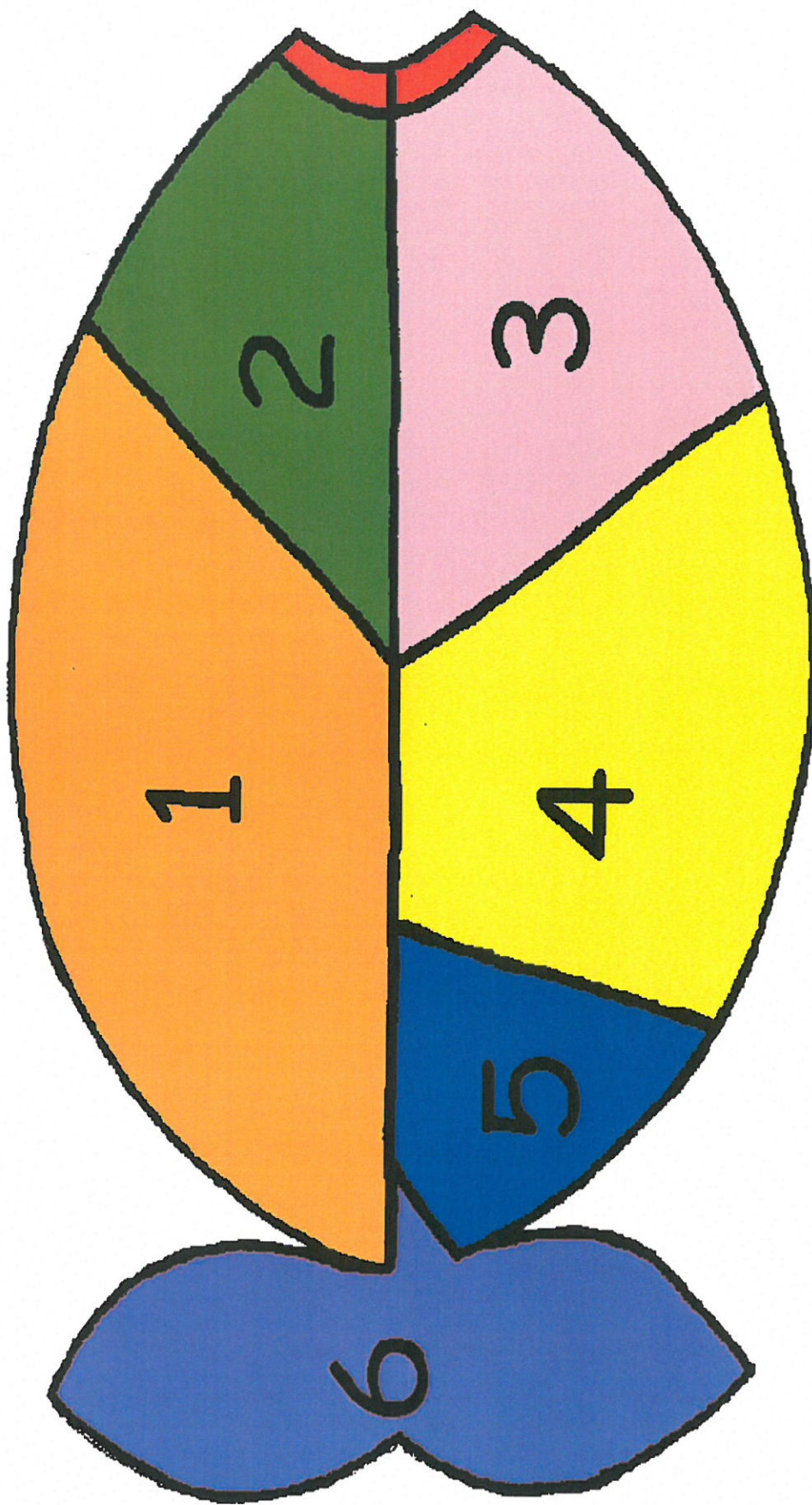




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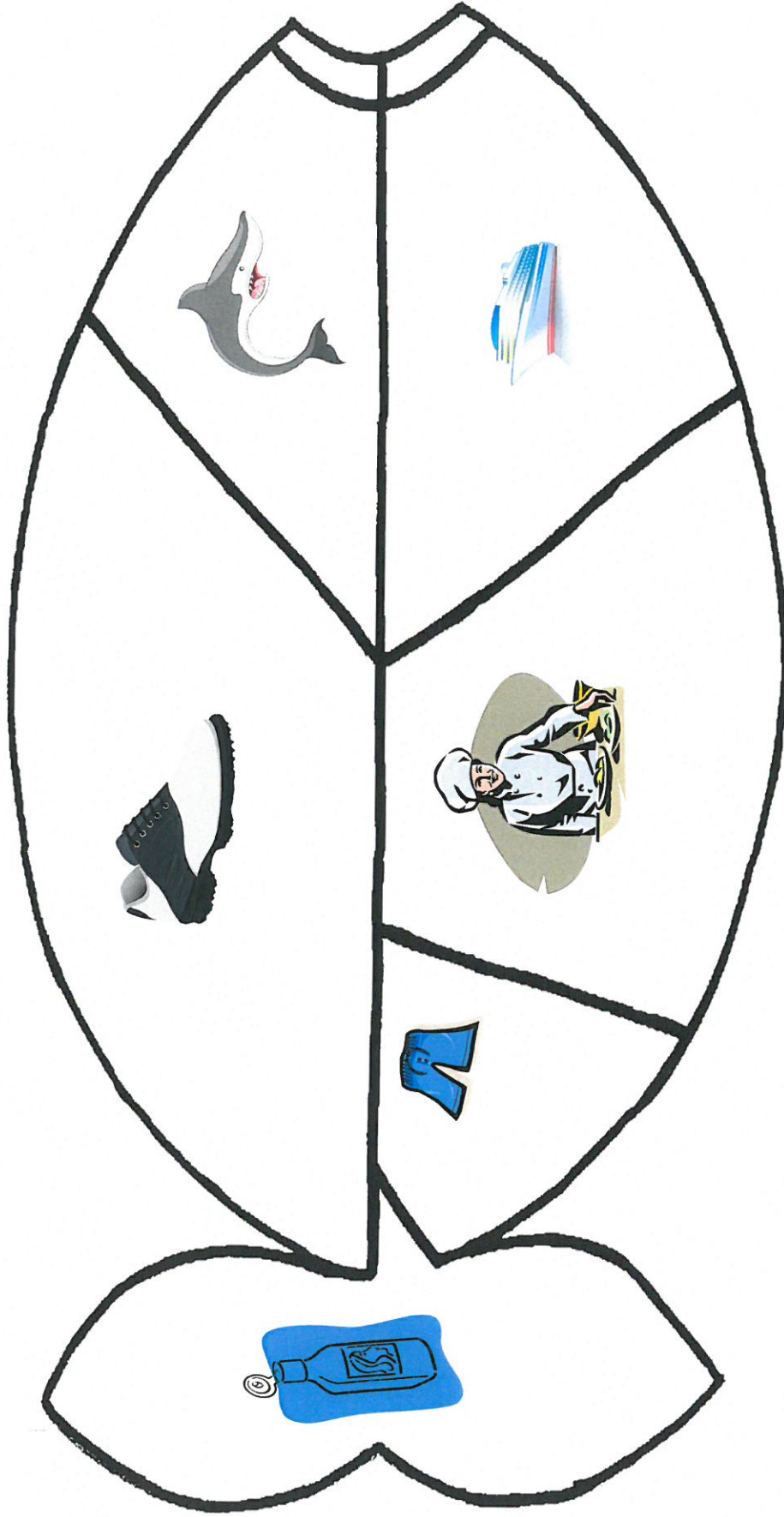




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sh at the start of words

shampoo, shoe, shark, ship, chef, shorts

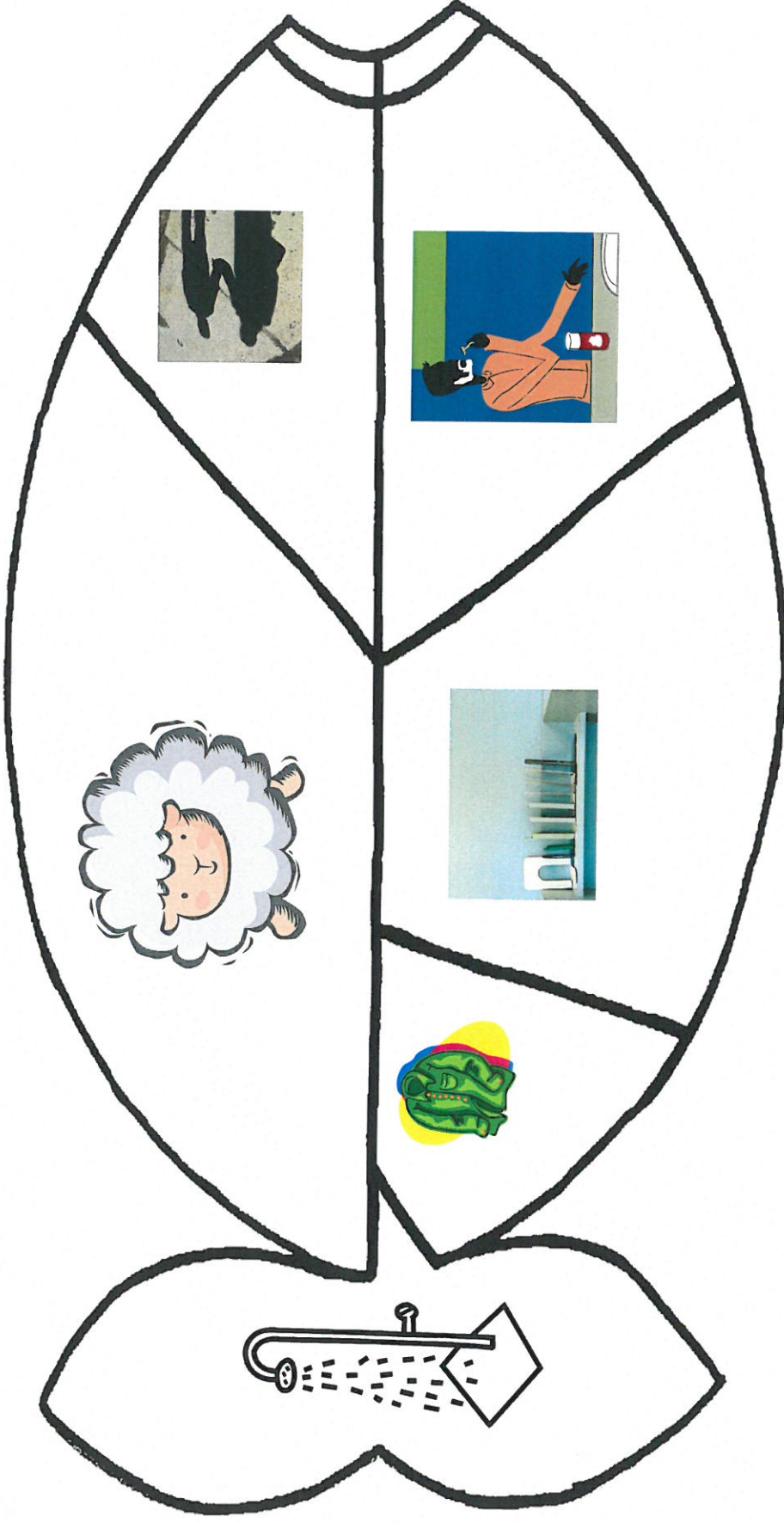
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sh at the start of words

shower, sheep, shadow, shave, shelf, shirt

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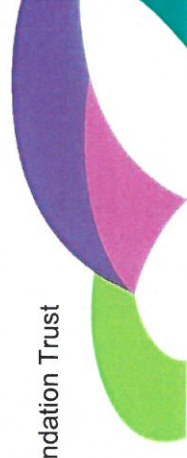
## LOTTO GAME

- Each player has a lotto board.
- Spread the cards out on the table with the pictures face down so you can't see them.
- Take it in turns to choose a card.
- Say what the picture is, remembering to use your special sound.
- Match the picture to the correct lotto board.
- The winner is the player who gets all the pictures on their board first.
- This game can be played at 3 levels of difficulty (see below). Ask your therapist at which level to play the game.

**LEVEL 1 – (SINGLE WORDS)** Say the words – as above.

**LEVEL 2 – (TARGET WORDS IN PHRASES)** Say the target word in this set phrase “I’ve got the …………….”

**LEVEL 3 – (TARGET WORDS IN SENTENCES)** Say the target word in your own sentence.



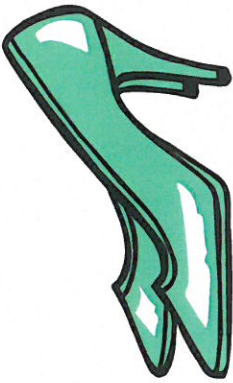


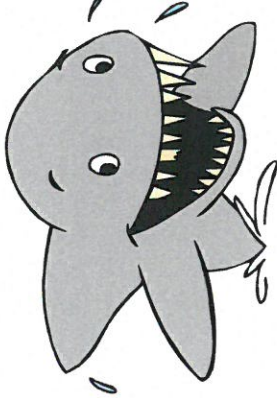






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sh at the start of words

Updated by Rona Gaffney 23.07.14

shoes, sheep, shadow, shark, shave, shampoo, shop, shapes, shell, chef, shelf, ship,  
shirt, shorts, shower, shield, shock

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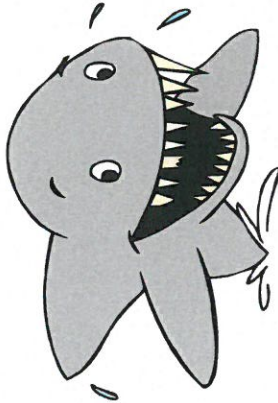




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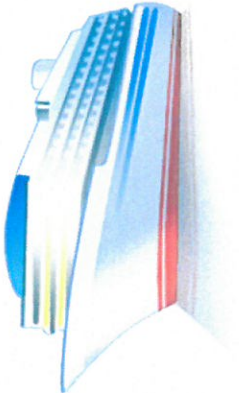


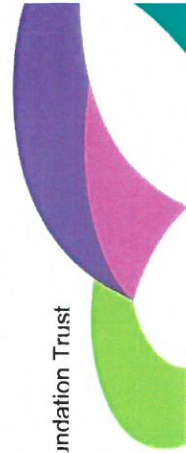


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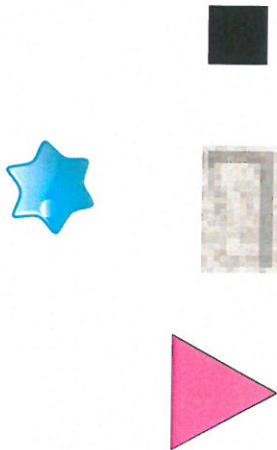


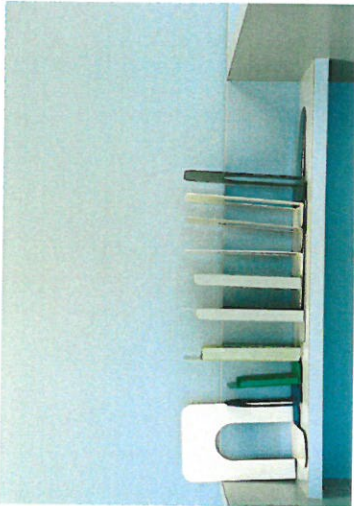
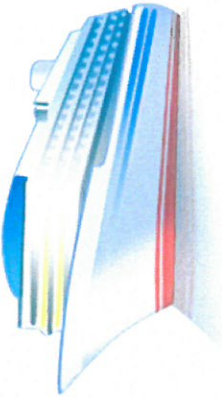


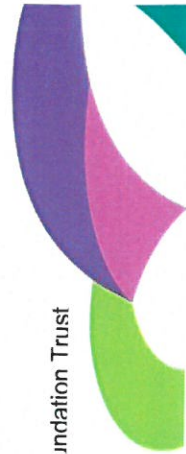


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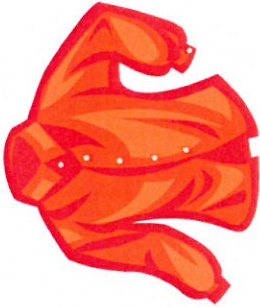
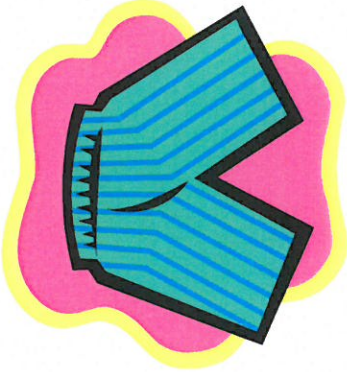
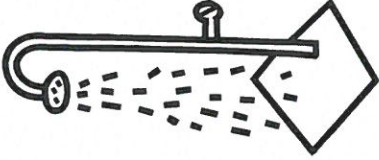



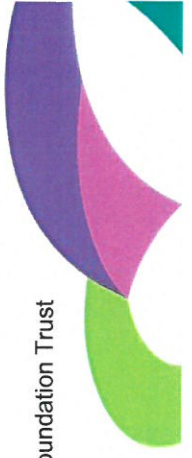


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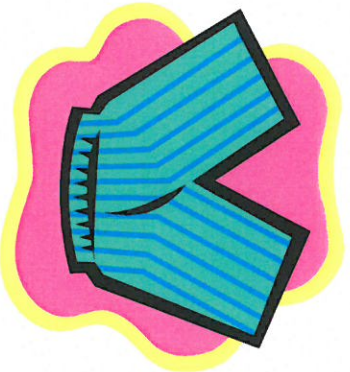
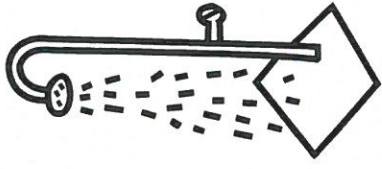
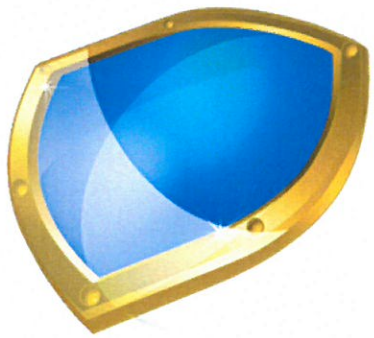



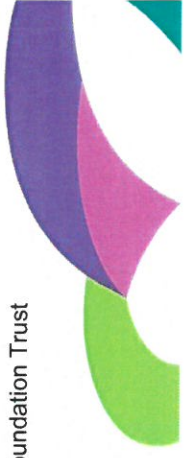


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# Snakes and Ladders



## Things you'll need:

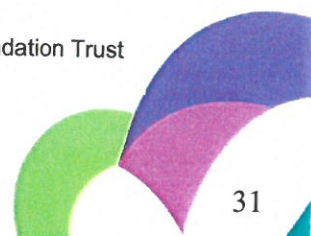
- Snakes and Ladders board
- A Dice
- One marker per player (e.g. a counter, a plastic coin)
- 2 or more people

## How to play Snakes and Ladders!

- Place the counters on the board on the **START** square.
- Each player takes it in turns to roll the dice.
- Move your counter the number of squares the dice shows,
- When you get to a square, say the word using good speech
- Continue until a player reaches the **FINISH** square.

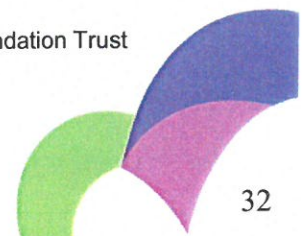
**Ladder:** If you land at the bottom of a ladder, move up to the square at the top of the ladder. Continue from there.

**Snake:** If you land on the snake's head, move down the board to the snake's tail and continue from there.



|                           |                                     |  |  |  |  |                             |  |
|---------------------------|-------------------------------------|--|--|--|--|-----------------------------|--|
|                           |                                     |  |  |  |  | <b>FINISH</b><br>WELL DONE! |  |
|                           |                                     |  |  |  |  |                             |  |
|                           |                                     |  |  |  |  |                             |  |
|                           |                                     |  |  |  |  |                             |  |
| <b>Snakes and Ladders</b> |                                     |  |  |  |  |                             |  |
|                           |                                     |  |  |  |  |                             |  |
|                           |                                     |  |  |  |  |                             |  |
|                           |                                     |  |  |  |  |                             |  |
|                           |                                     |  |  |  |  |                             |  |
| <b>START</b>              | sh at the start of words            |  |  |  |  |                             |  |
|                           | Updated by Rona Gaffney<br>23.07.14 |  |  |  |  |                             |  |

ship, shark, shower, shadow, sheep, shell, shirt, shop, shoes, shave





## SH INITIAL PHRASE LEVEL

Cut out the different coloured shoes and hide them around the room or turn them face down on the table.

The child has to find a picture or turn over a picture and say what they have (e.g. 'A red shoe'). Once they are able to do this, you can move on to saying a longer phrase (e.g. 'I have a red shoe').





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