

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

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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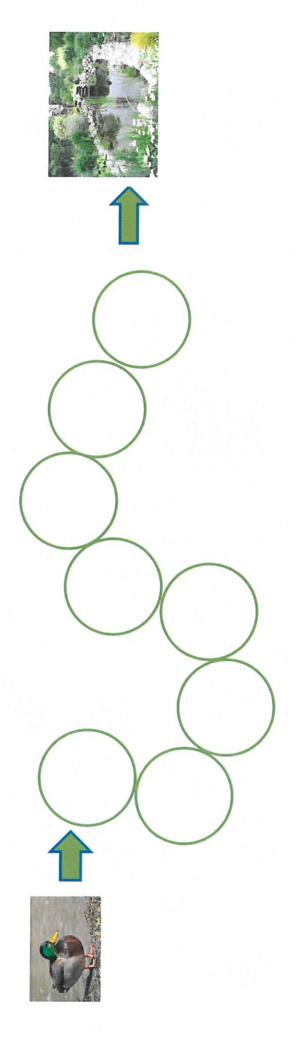




Can you...?

Can you get the duck to the pond?

Say your special speech sound every time you waddle along the stepping stones. Colour in the stepping stones every time you say the sound correctly.



Created by Kathryn Thompson 2014 Updated by Rona Gaffney 2015

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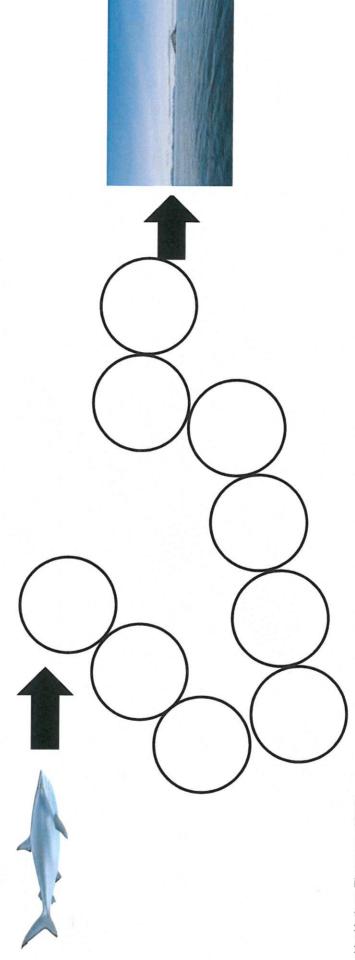




Can You...?

Can you get the shark to the ocean?

Say your special speech sound every time you 'swim' along the path to get to the carpark. Colour in each piece of the path as you go along.



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Pyramid Game

How to play:

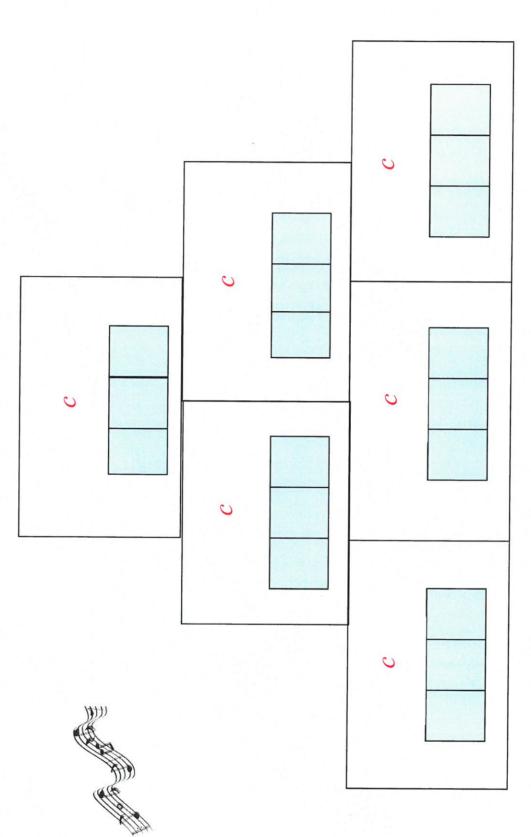
- Start at the bottom of the pyramid, ask the child to say the sound correctly three times, the child can colour in each box they produce correctly.
- If the child is able to produce the sound 3 times, then they may move onto the next square
- Continue the game until they reach the top of the pyramid

Created by Roxanne Parr 2015









Created by Roxanne Parr 2015

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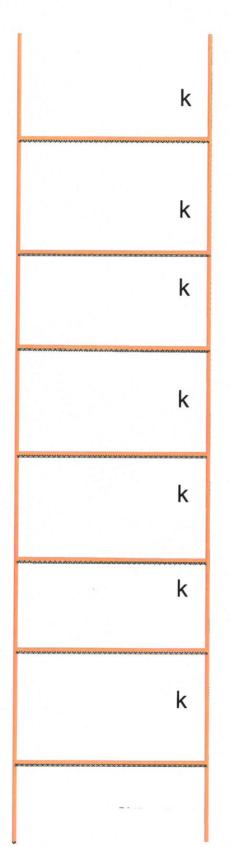
Ladder Game

How to play

- Cut out ladders and characters
- The child can choose which character they would like to be.
- Put a vowel sound card (e.g. Jolly phonics, or read Write Inc pictures) in front of the letter and if the child correctly pronounces both sounds together, they can climb one space on the ladder
- The aim of the game is to have a race and see who can reach the top of the ladder first



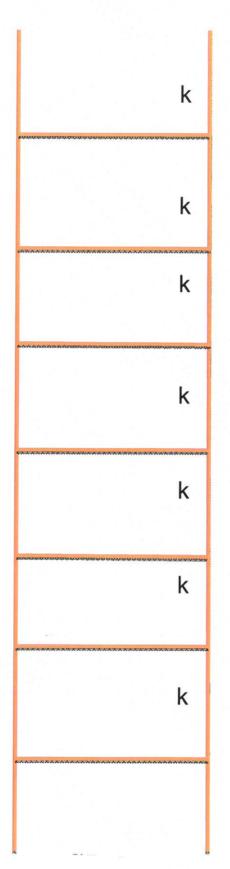






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Castle Game



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!

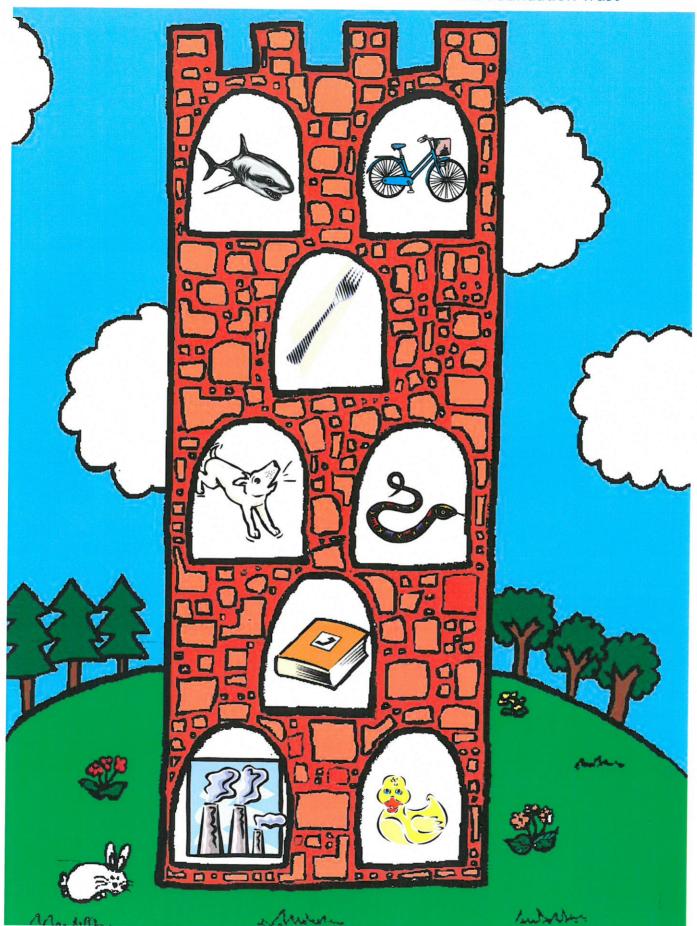
This game can be played at 3 levels of difficulty (see below). Please ask your therapist at which level to play the game.

- **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.

Created by Karen Stockman/Liz Austin Updated by Ola Splitt/Rona Gaffney 10.07.14

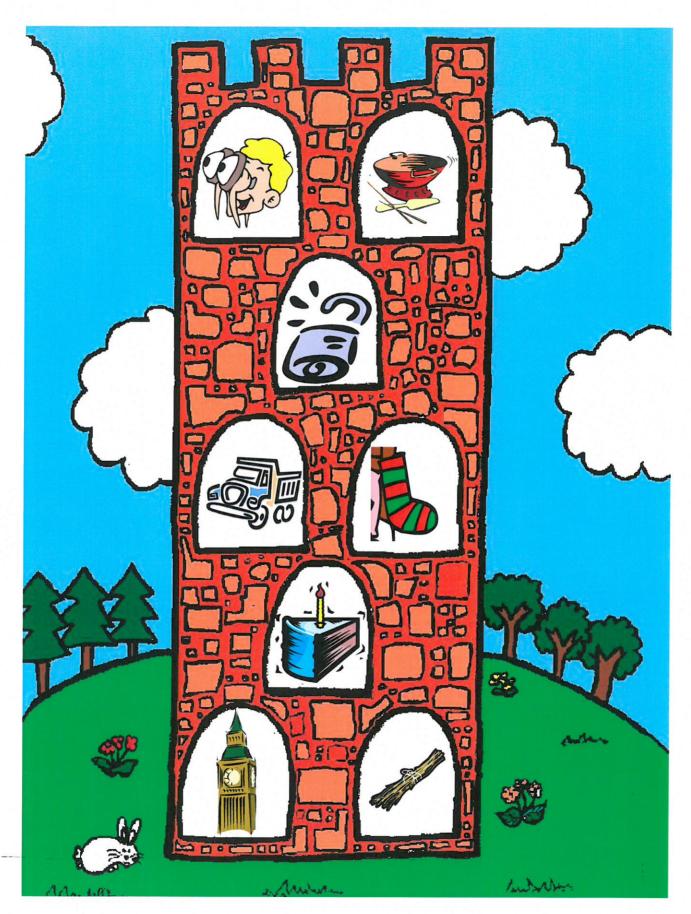


















k at the end of words

shark, bike, fork, bark, snake, book, smoke, duck, look, wok, lock, truck, sock, cake, clock, stick







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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

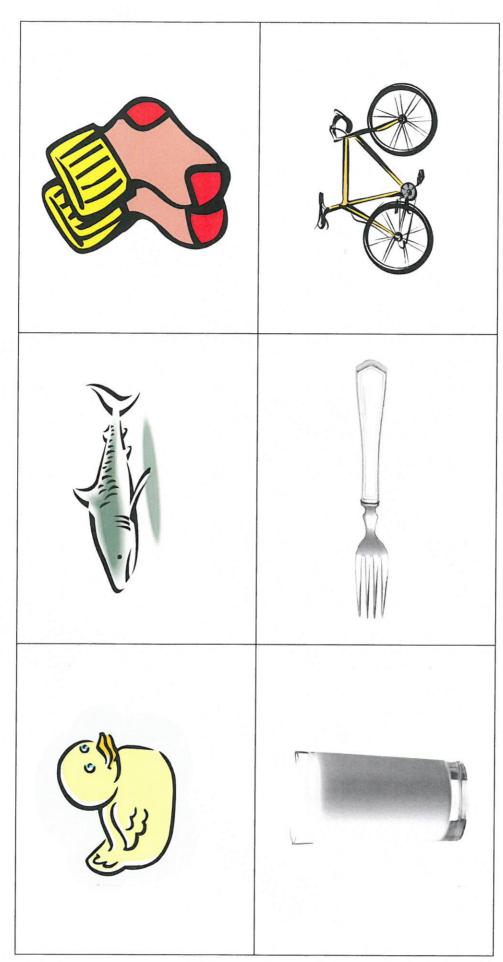
LEVEL 1 – (SINGLE WORDS) Say the words – as above.

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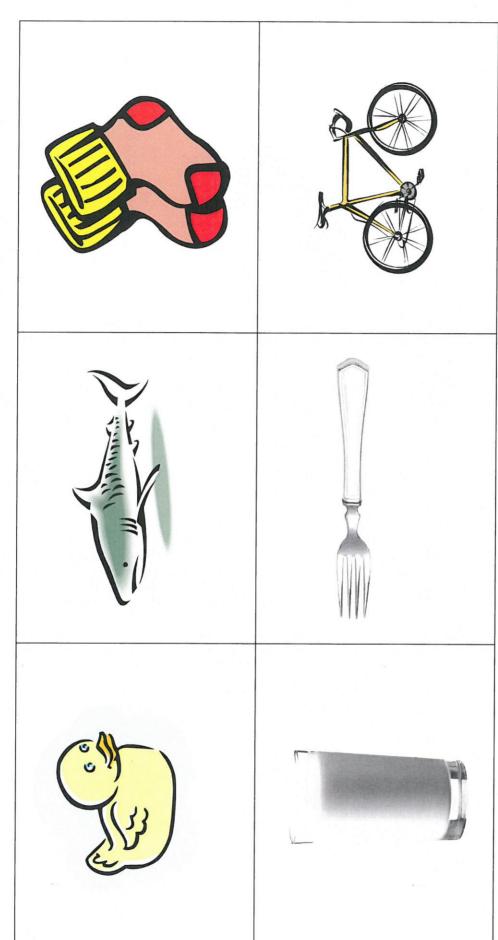
k at the end of words Updated by Rona Gaffney 12.08.14 duck, shark, sock, milk, fork, bike, cake, snake, lock, clock, book rake

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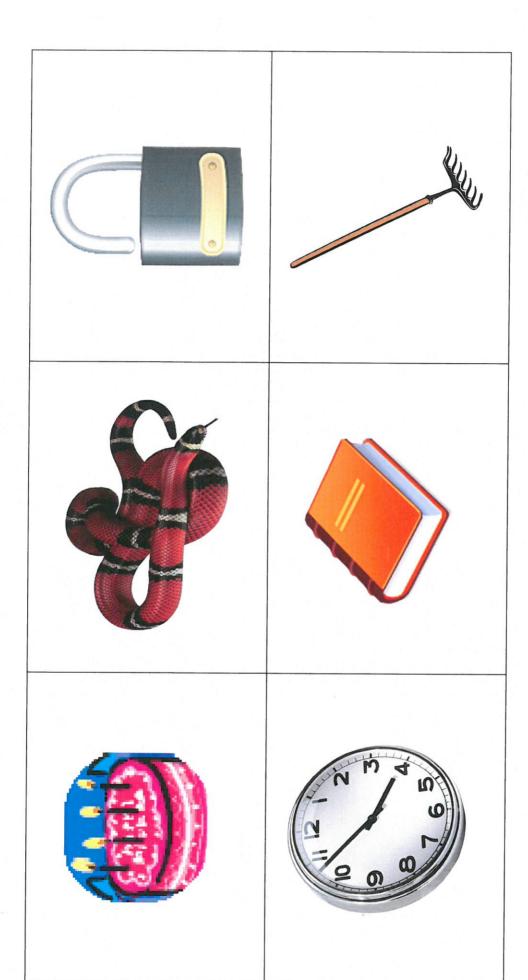
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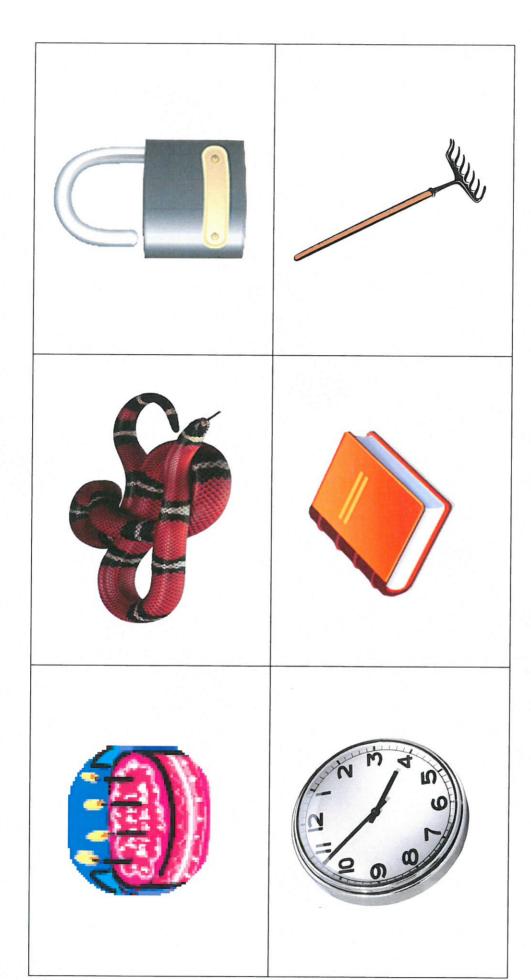




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K Final Phrase Level

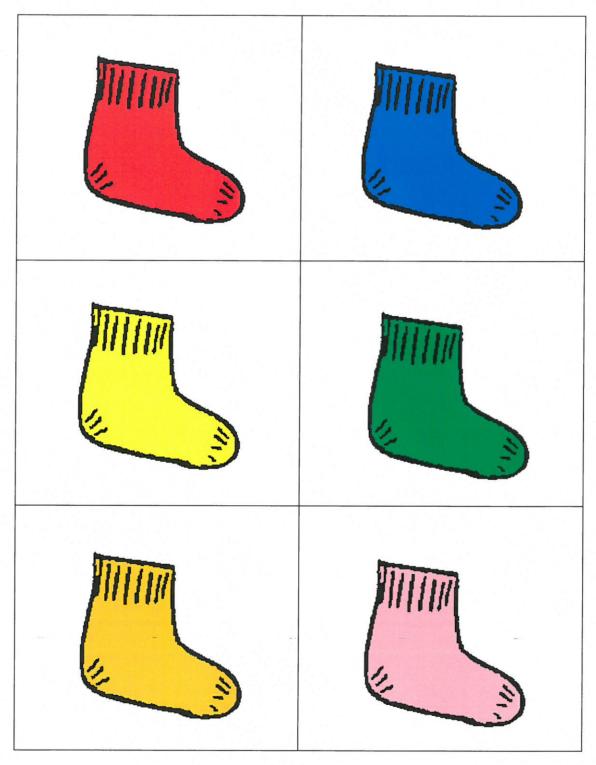
Cut out the different coloured socks and hide them around the room or turn them face down on the table.

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















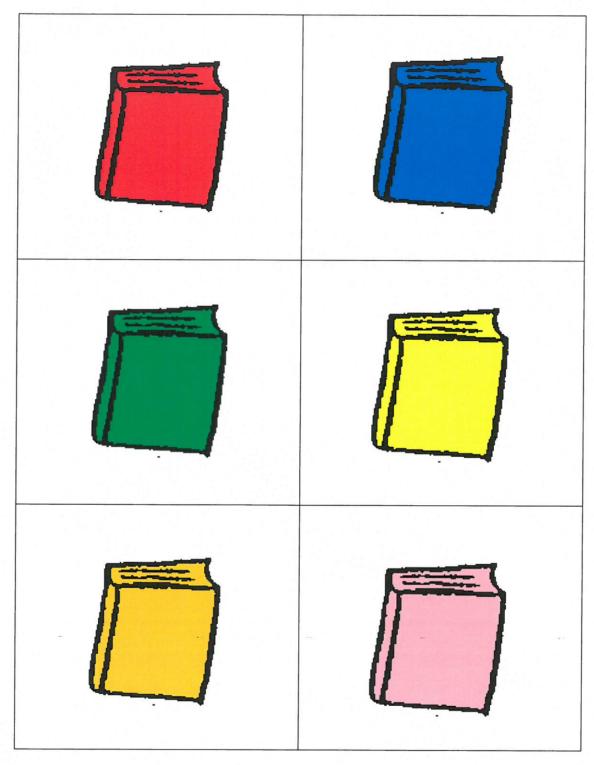
K Final Phrase Level

Cut out the different coloured books 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 book'). Once they are able to do this, you can move on to saying a longer phrase (e.g. 'I have a red book').













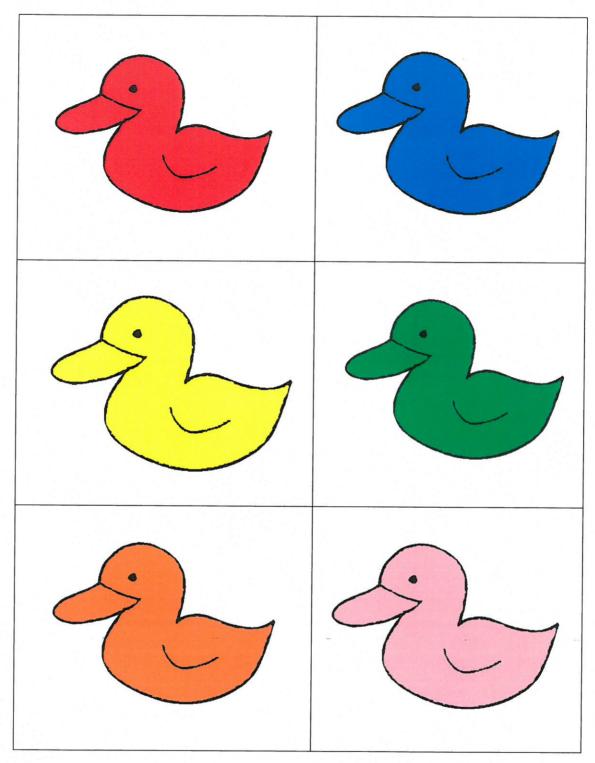
K Final Phrase Level

Cut out the different coloured ducks 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 duck'). Once they are able to do this, you can move on to saying a longer phrase (e.g. 'I have a red duck').













K Final Sentences

Tell Jane to make these things.... book, cake, sock, duck, bike

"Jane make the.....". Draw a line from Jane to each picture each time you say it correctly.



















K Final Sentences

Tell Mick to pick up these things....fork, book, rake, cake "Mick pick up the....."







Updated by Rona Gaffney 12.08.14







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!

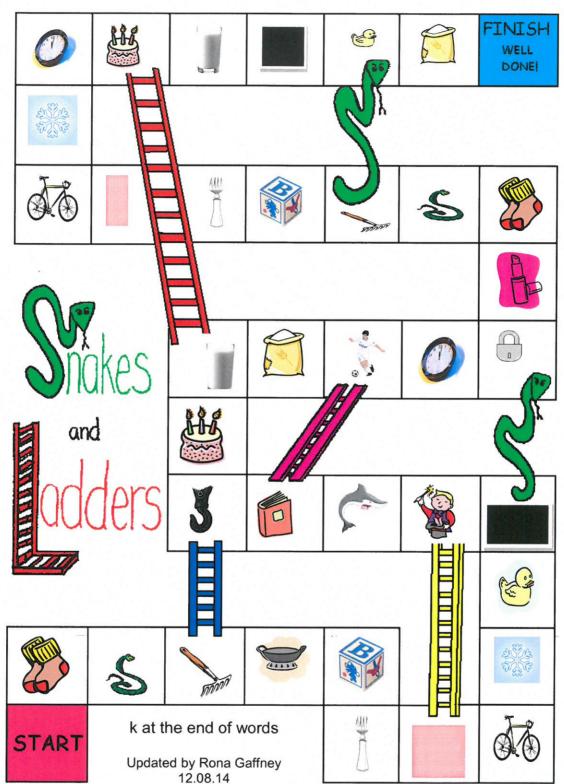
- Place the counters on the board on the START square.
- Each player takes it in turns to roll the dice.
- Move your counter the number of squares the dice shows,
- When you get to a square, say the word using good speech
- Continue until a player reaches the FINISH square.

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.

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sock, snake, rake, wok, block, fork, pink, bike, snowflake, duck, black, magic, shark, book, hook, cake, milk, sack, kick, clock, lock, lipstick







Things That Go Together k at the end of words

duck – pond
bike – lock
lock – key
rake – garden
music – headphones
sock - foot

Original concept by Helen Jones/Marie Ostler July 1996 Updated by Rona Gaffney 2015







How To Play

- Cut out the pictures and spread them out face down on the table.
- Take it in turns to choose 2 pictures.
- Try to find 2 pictures that go together e.g. knife and fork.
- If the pictures go together say "..... and go together."
- If the pictures don't go together say " and do not go together."
- Try to remember where the pictures are that may go together.
- Continue taking turns until all the pictures have been won.
- The winner is the one with the most pictures.





