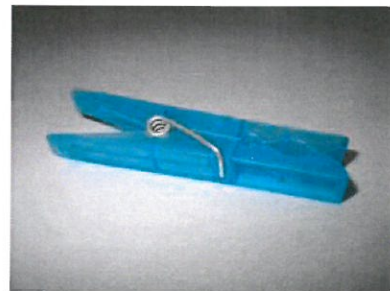
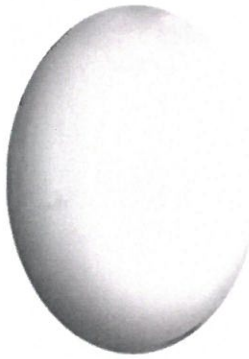


Pack for the sound 'g' at the end of words



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

© Speech and Language Therapy, Humber NHS Foundation Trust



Name: _____				D.O.B: _____	
School: _____					
Overall aim(s)	Where am I now?	What will I achieve?	Outcome	Actual Outcome	
To help the child improve their speech production skills to their full potential	The child is not using 'g' at the end of words in their speech	The child will be able to produce 'g' correctly at the end 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.			

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.





Improving Health
and Wellbeing

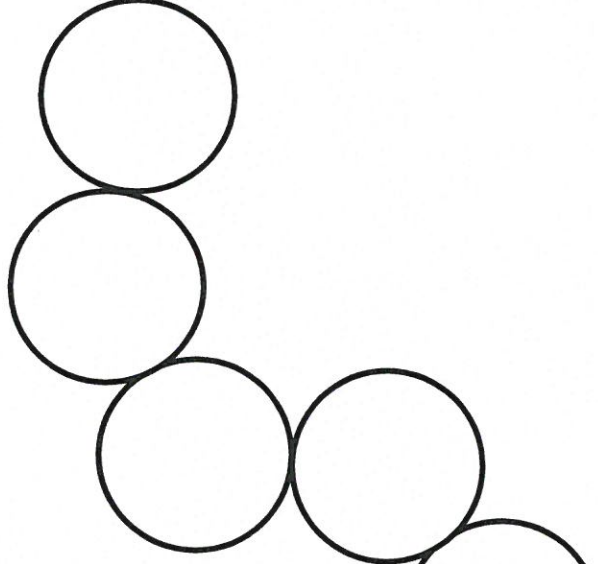
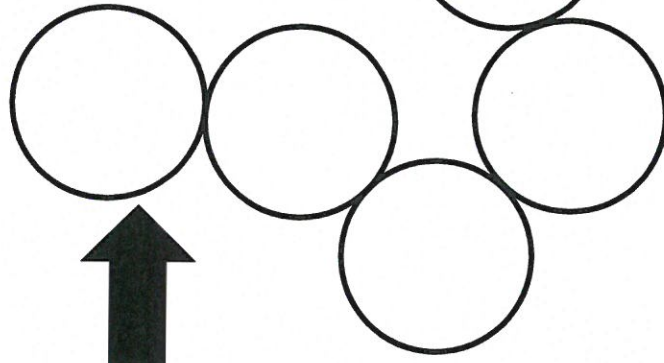


Humber
NHS Foundation Trust

Can You...?

Can you get the pig to the sty?

Say your special speech sound every time you 'jump' on the stepping stones to get to the pigsty. Colour in each stepping stone as you go along.



Created by Kathryn Thompson 2014
Updated by Rona Gaffney 2015

© Speech and Language Therapy, Humber NHS Foundation Trust



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

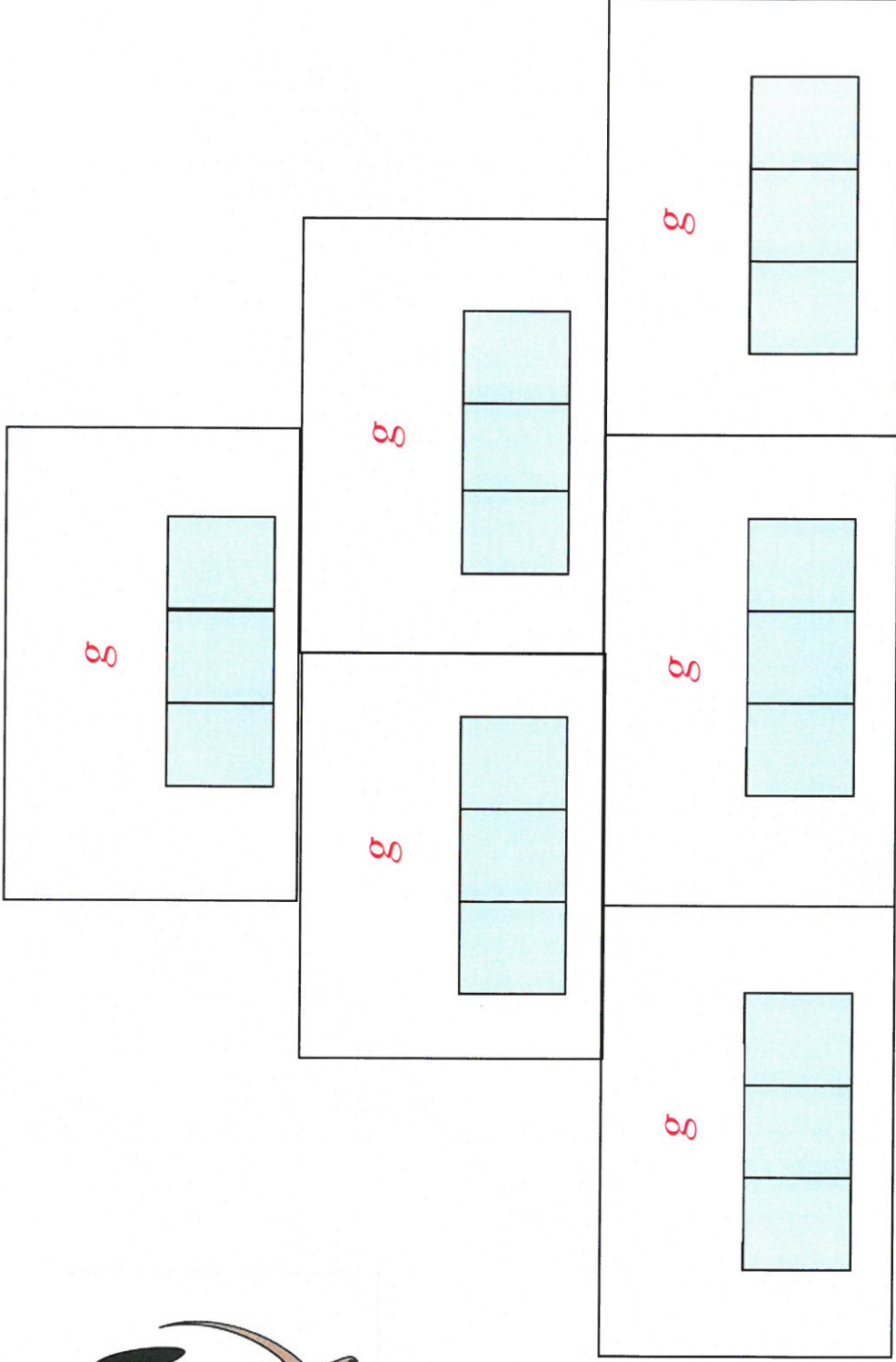
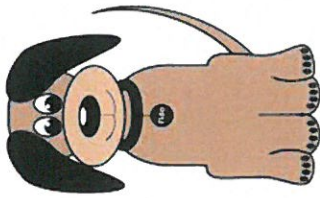




Improving Health
and Wellbeing



Humber
NHS Foundation Trust



Created by Roxanne Parr 2015

www.humber.nhs.uk

© Speech & Language Therapy, Humber NHS Foundation Trust

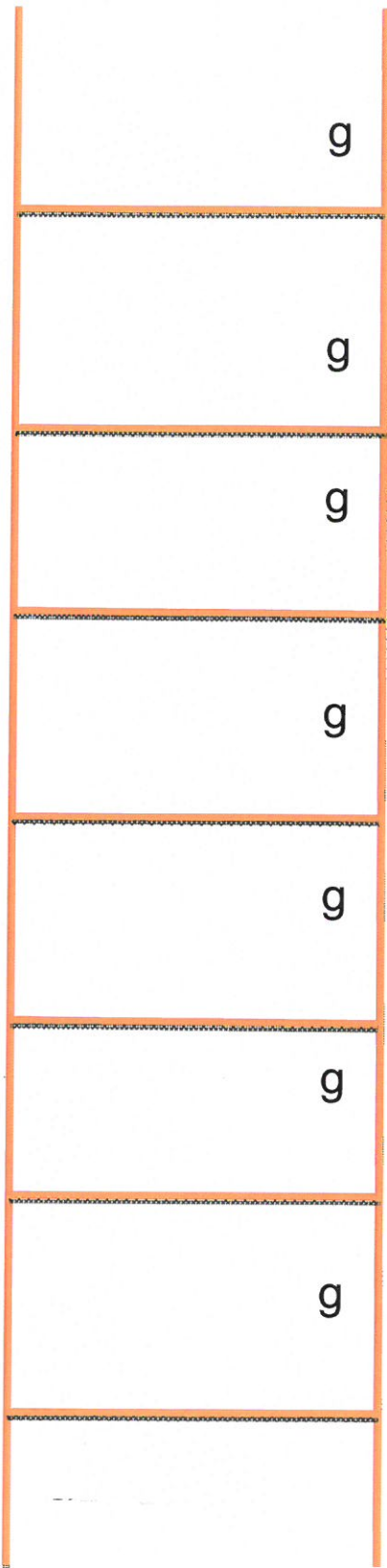


Ladder Game

How to play

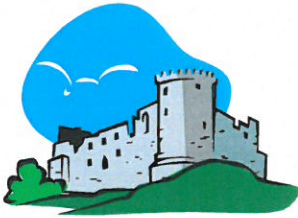
- Cut out ladders and characters
- The child can choose which character they would like to be.
- Put a vowel sound card (e.g. Jolly phonics, or read Write Inc pictures) in front of the letter and if the child correctly pronounces both sounds together, they can climb one space on the ladder
- The aim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



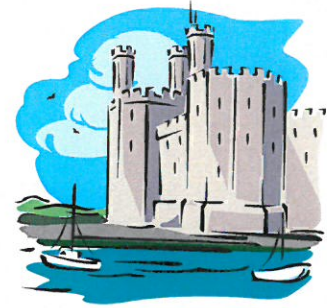


	g
	g
	g
	g
	g
	g
	g
	g
	g





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!

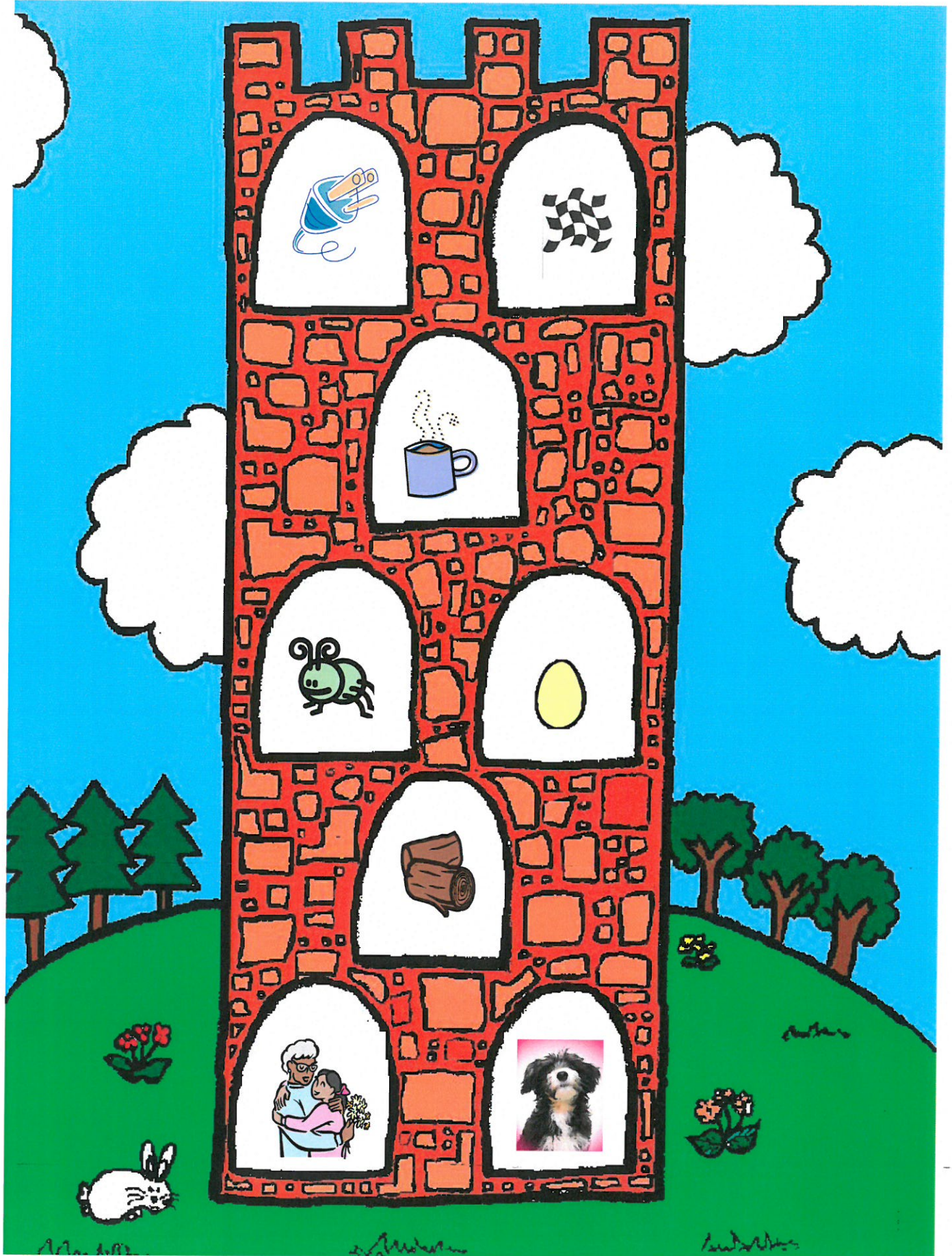
This game can be played at 3 levels of difficulty (see below). Please ask your therapist at which level to play the game.

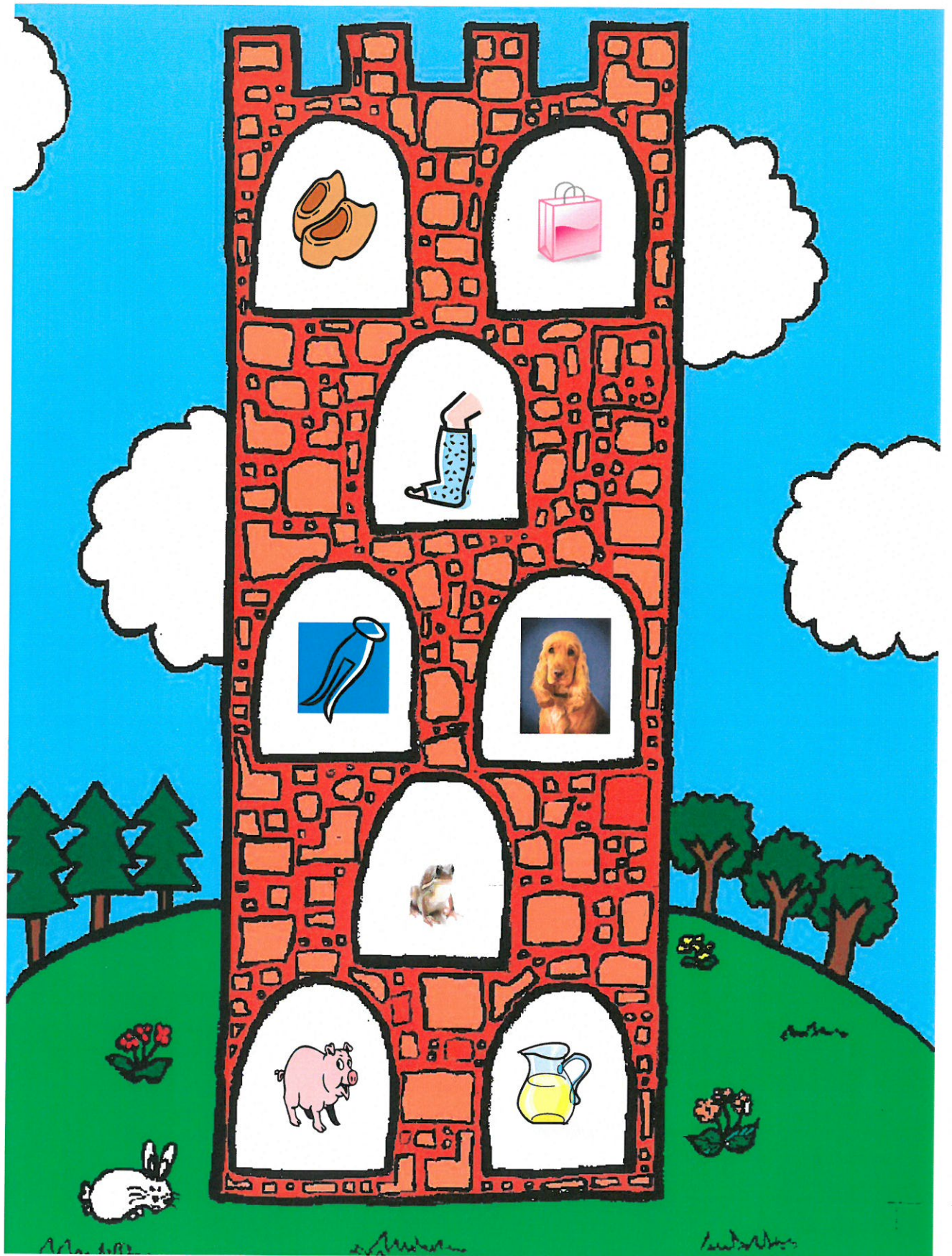
Level 1 – (SINGLE WORDS) Say the words – as above.

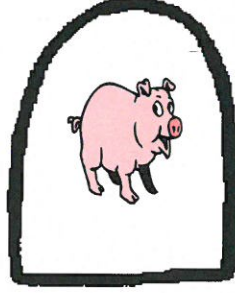
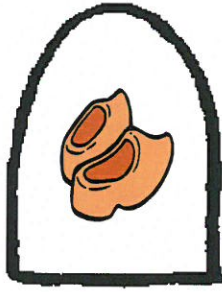
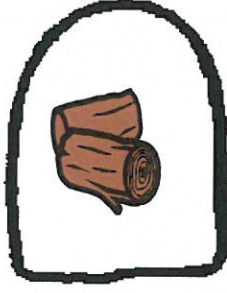
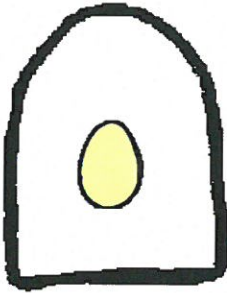
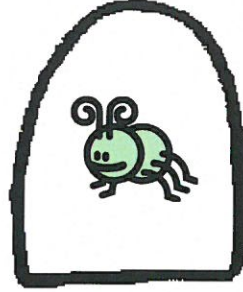
Level 2 – (TARGET WORDS IN PHRASES) Say the target word in this set phrase "I've got the....."

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









g at the end of words

plug, flag, mug, bug, egg, log, hug, dog, clog, bag, leg, peg, dog, frog, pig, jug



Fish Jigsaw

YOU WILL NEED A DICE TO PLAY THIS GAME

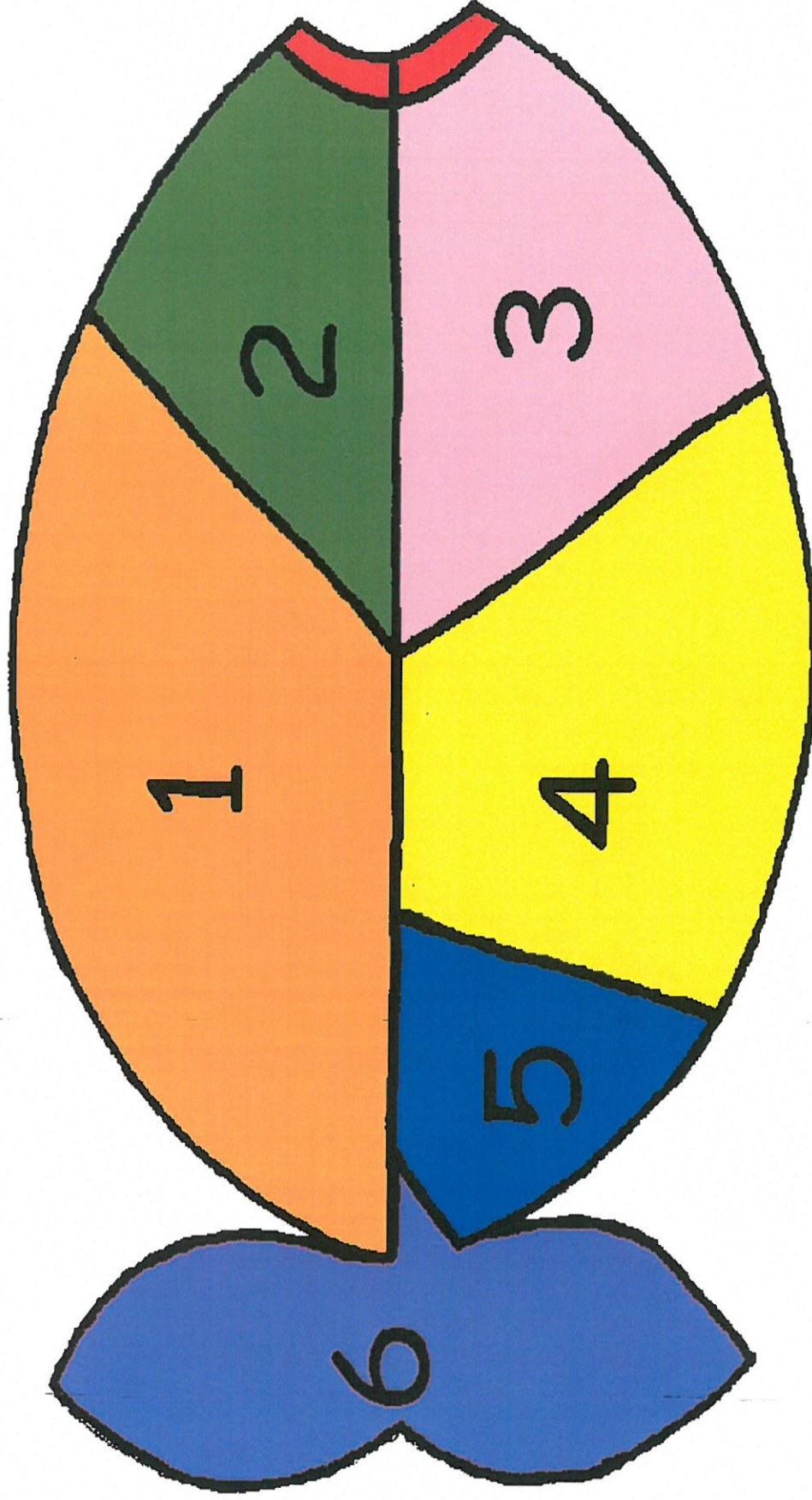
- Cut out the fish pieces with numbers on.
- Each player is given a fish board with various pictures beginning or ending with your child's target sound.
- Take it in turns to shake the dice and find the correct fish piece with that number on.
- Place the fish piece in the correct place on your fish board 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.



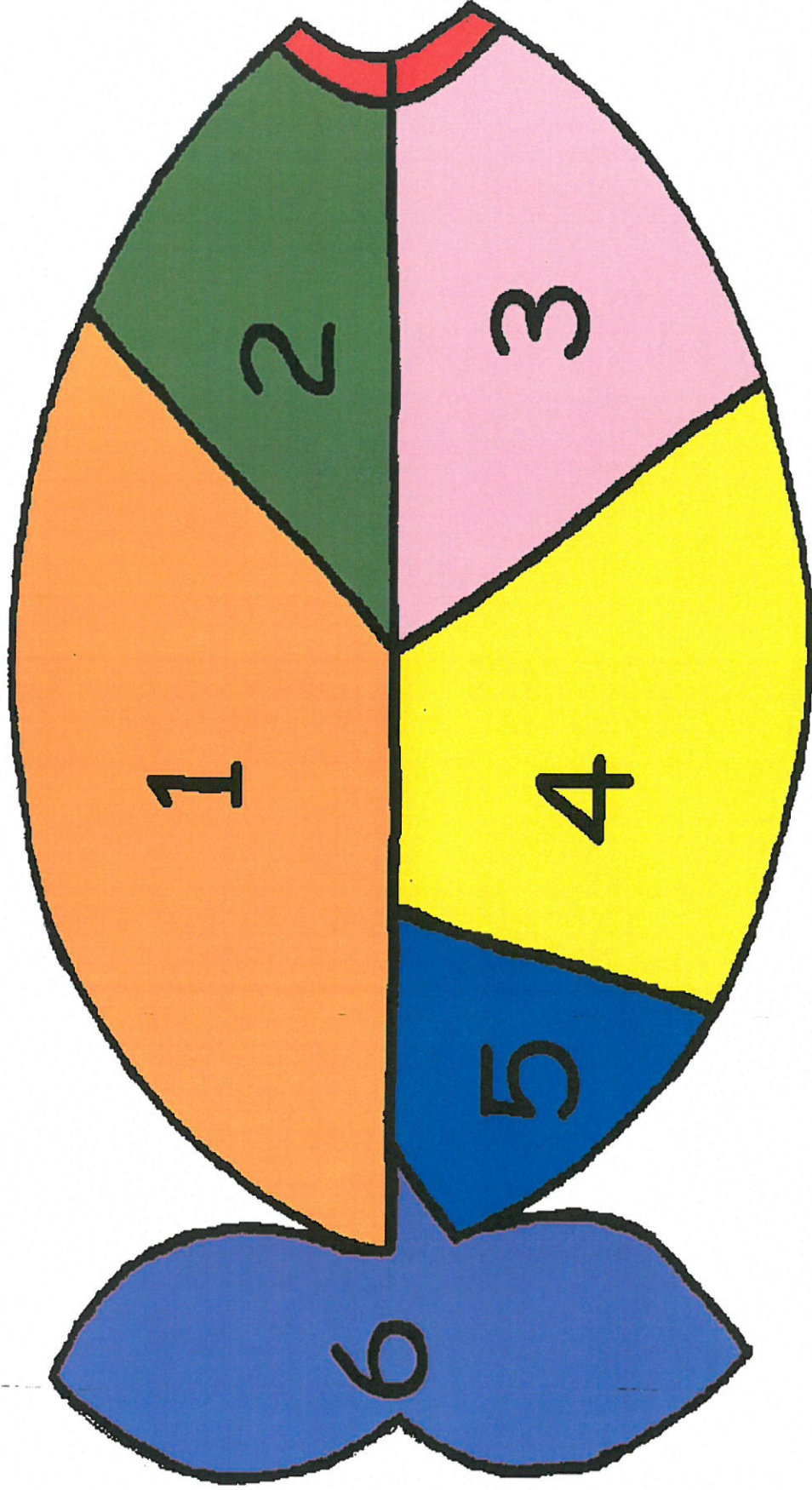




Improving Health
and Wellbeing

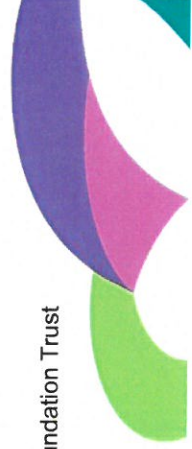
NHS

Humber
NHS Foundation Trust



© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk

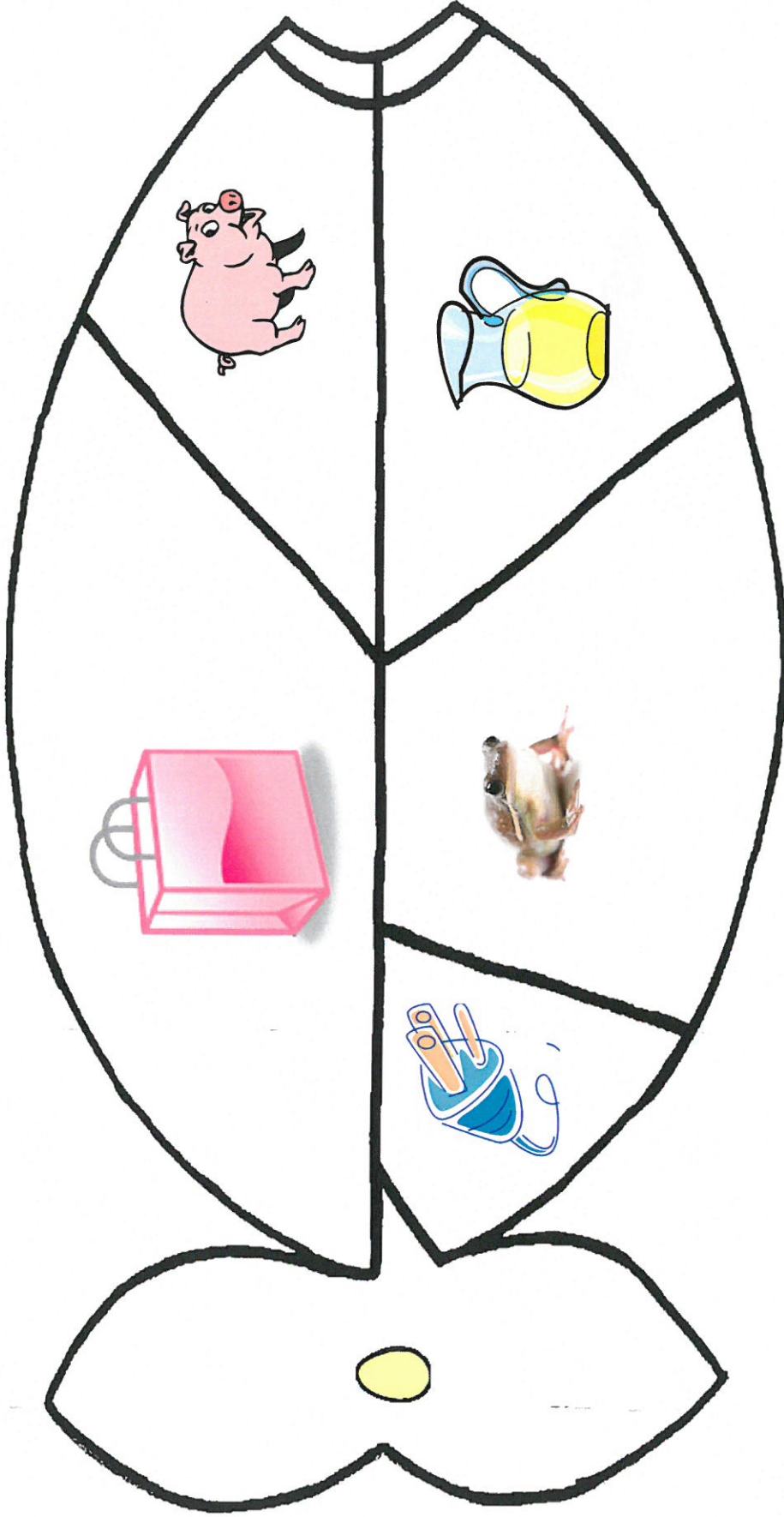




Improving Health
and Wellbeing

NHS

Humber
NHS Foundation Trust

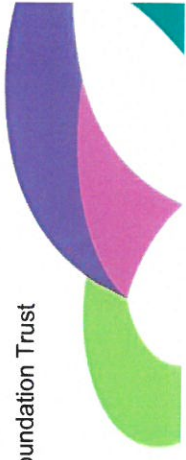


g at the end of words

egg, bag, pig, jug, frog, plug

© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk

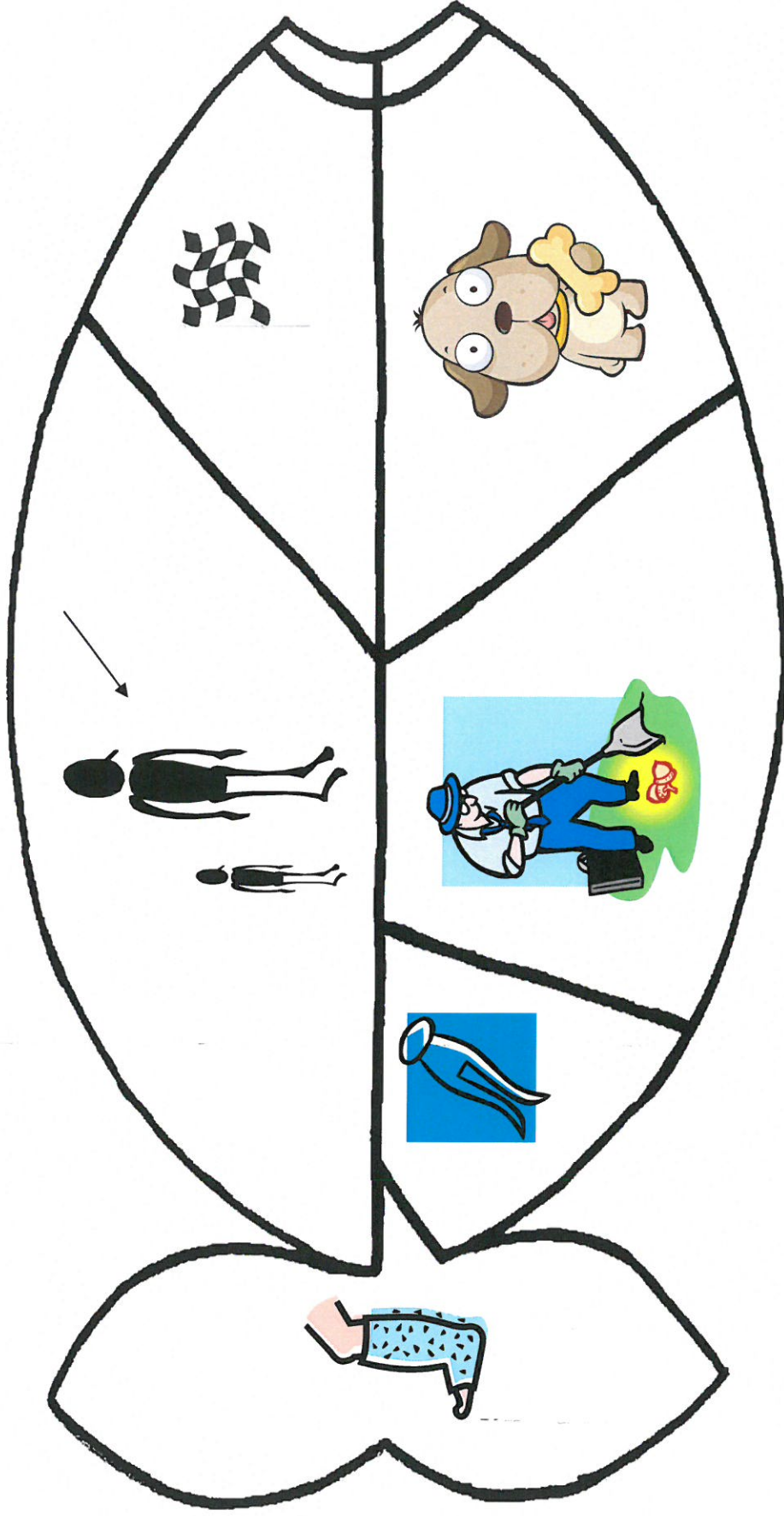




Improving Health
and Wellbeing



Humber
NHS Foundation Trust

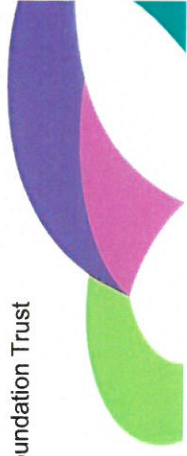


g at the end of words

leg, big, flag, dog, dig, peg,

© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk



FIVE LITTLE SPECKLED FROGS GAME

The game is designed to practise /g/ word final at sentence/conversational level, but it can be used to practise at word/phrase level too.

You will need a dice to play this game.

Print all the pages once. Pages 2 and 3 are your game boards. Cut out the frogs - page 4 and place them over the objects on the logs starting from number one on the left, so the objects are hidden (you can use some blue-tack to secure them in place).

You can introduce the game by singing "Five little speckled frogs" song or just referring to it. Tell the child that when each of the frogs jumps into the pool, we will see what sort of delicious grub it has eaten. This hopefully will generate a discussion about the objects (silly food!), where the child will be able to demonstrate use of /g/ word final words in connected speech.

Take it in turns to throw the dice and make the numbered frogs jump into the pool. If you throw 6, roll again!
The winner is the first person to get all their frogs in the pool.

To practise at word level, simply say the word hidden under the frogs.

To practise at phrase level, you could say "My frog had a to eat!" or "I've got a"

To practise at sentence level, put the target word into your own sentence, e.g. "I saw a pig at a farm".

The words are: clog, bag, leg, peg, dog, flag, bag, egg, jug, bug, pig, log and frog of course! Name your frogs if you want: Meg, Mog, Mag, Zig, Zag, Tig...



Five little speckled Frogs.

Five little speckled frogs,

Sat on a speckled log.

Eating some most delicious bugs,

Yum, yum.

One jumped into the pool,

Where it was nice and cool.

Now there are four speckled frogs,

Glub, glub.

then:

four little speckled frogs.

three little speckled frogs.

etc

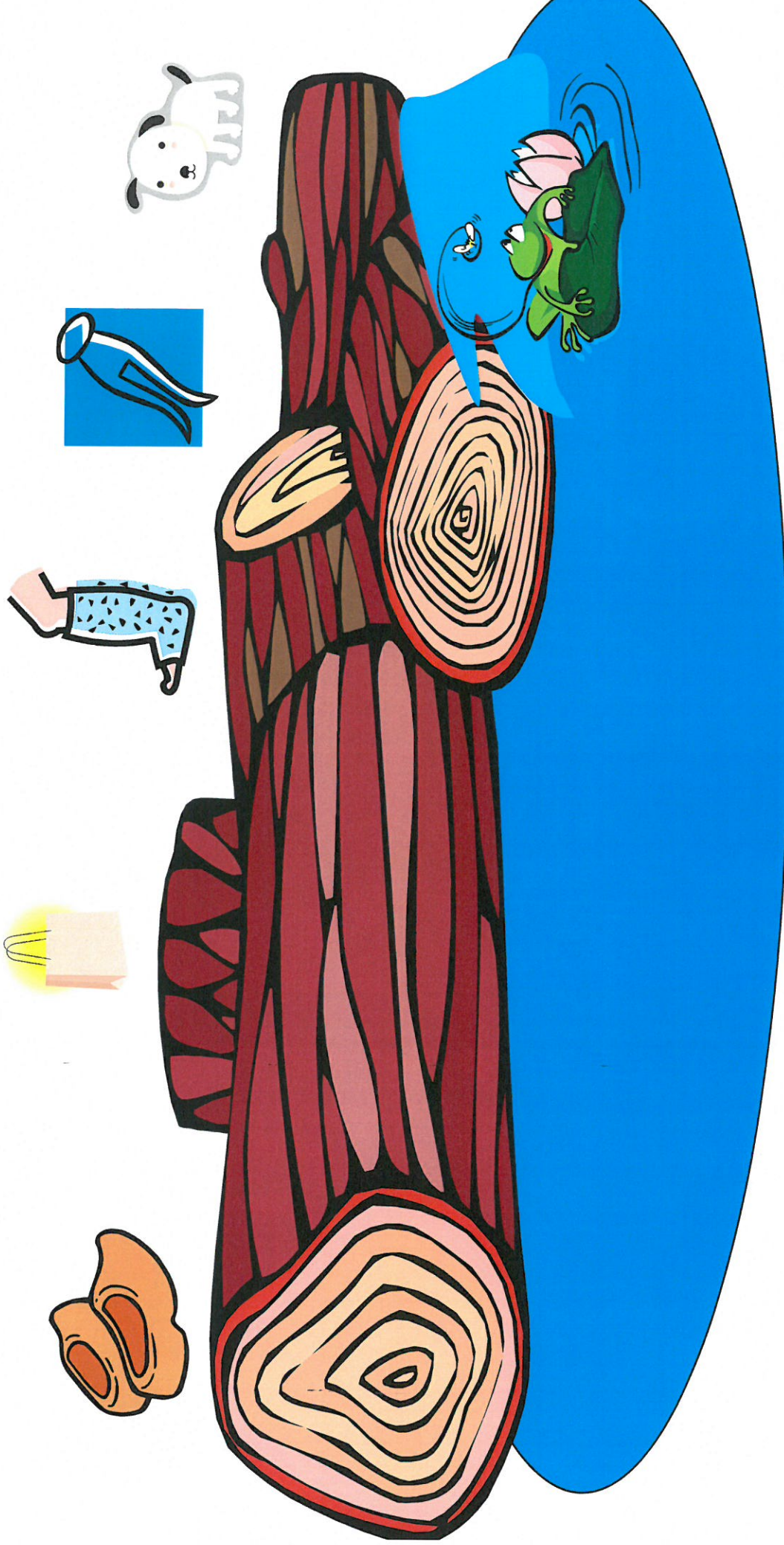




Improving Health
and Wellbeing

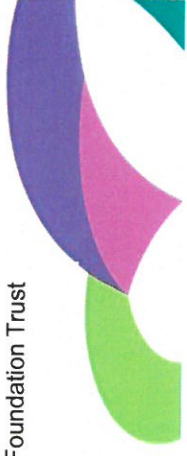


Humber
NHS Foundation Trust



© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk

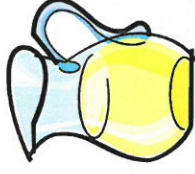




Improving Health
and Wellbeing

NHS

Humber
NHS Foundation Trust



© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk



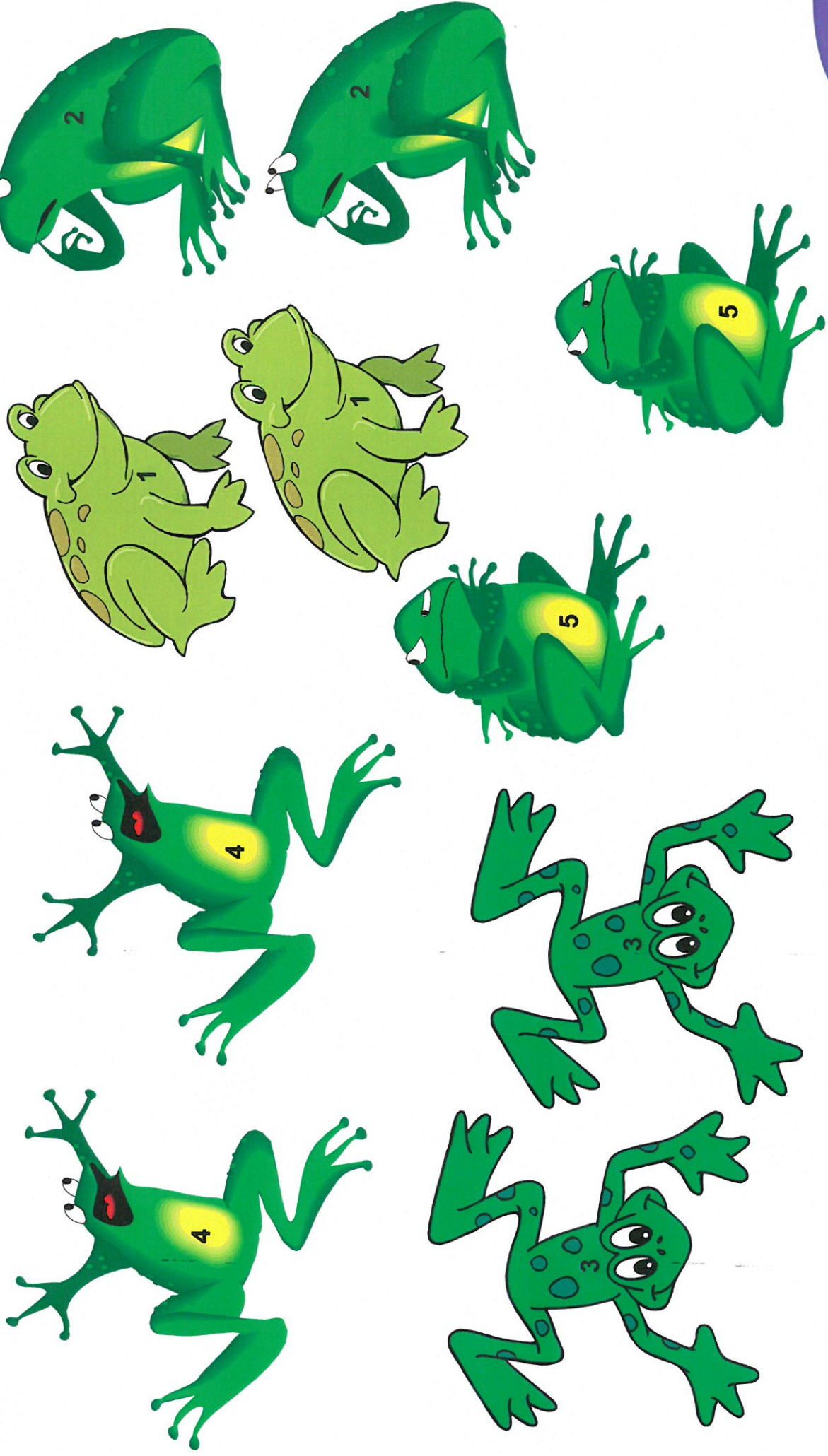


Improving Health
and Wellbeing

NHS

Humber

NHS Foundation Trust



© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk



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.

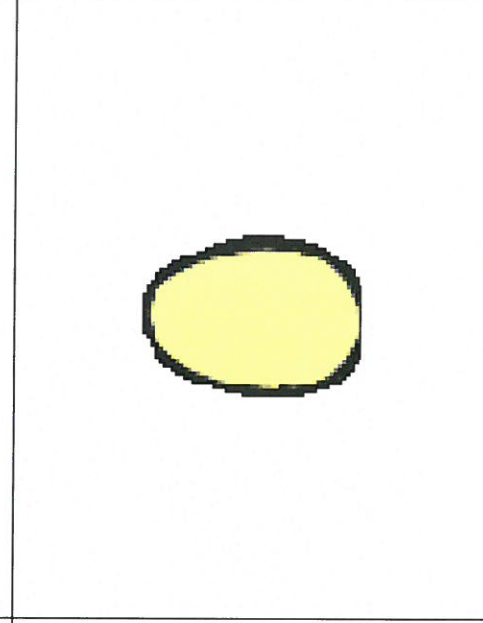
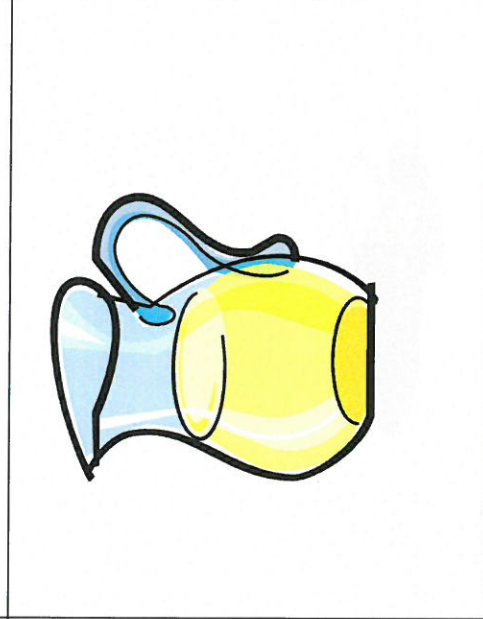
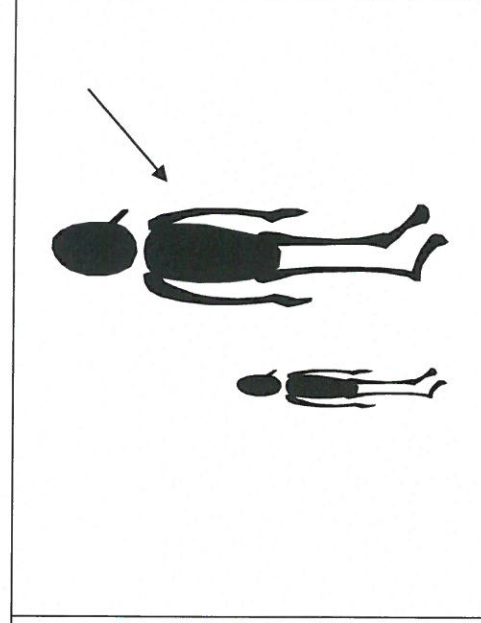




Improving Health
and Wellbeing



Humber
NHS Foundation Trust



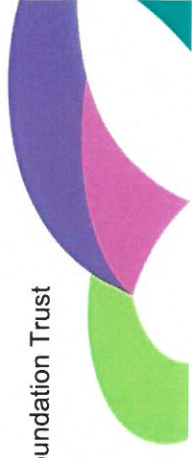
g at the end of words

Updated by Rona Gaffney 11.08.14

log, frog, big, rug, jug, egg, peg, leg, mug, flag, dog, pig

© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk



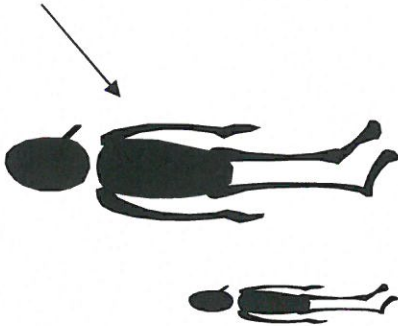

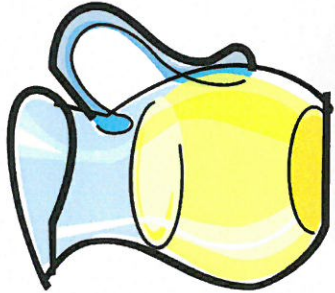
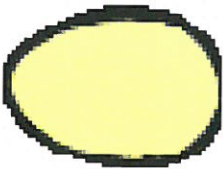




Improving Health
and Wellbeing



Humber
NHS Foundation Trust

© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk



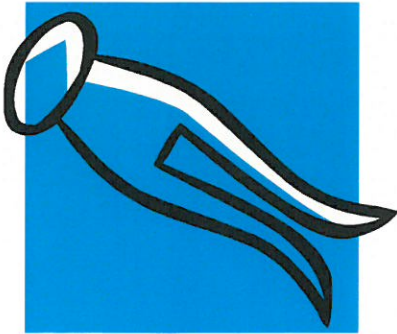
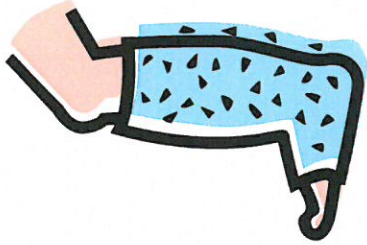



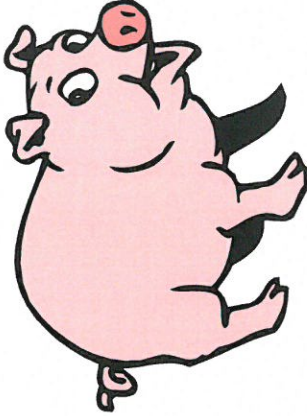


Improving Health
and Wellbeing

Humber

NHS Foundation Trust




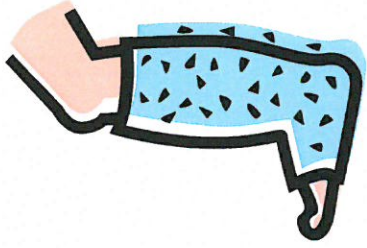



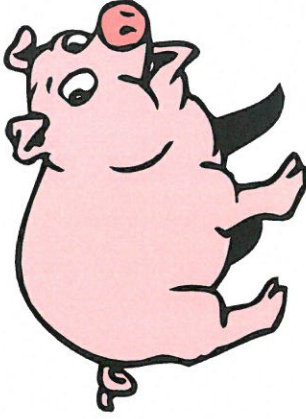




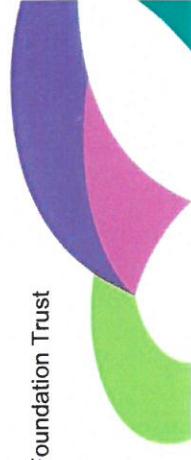
Improving Health
and Wellbeing



Humber
NHS Foundation Trust

© Speech & Language Therapy, Humber NHS Foundation Trust



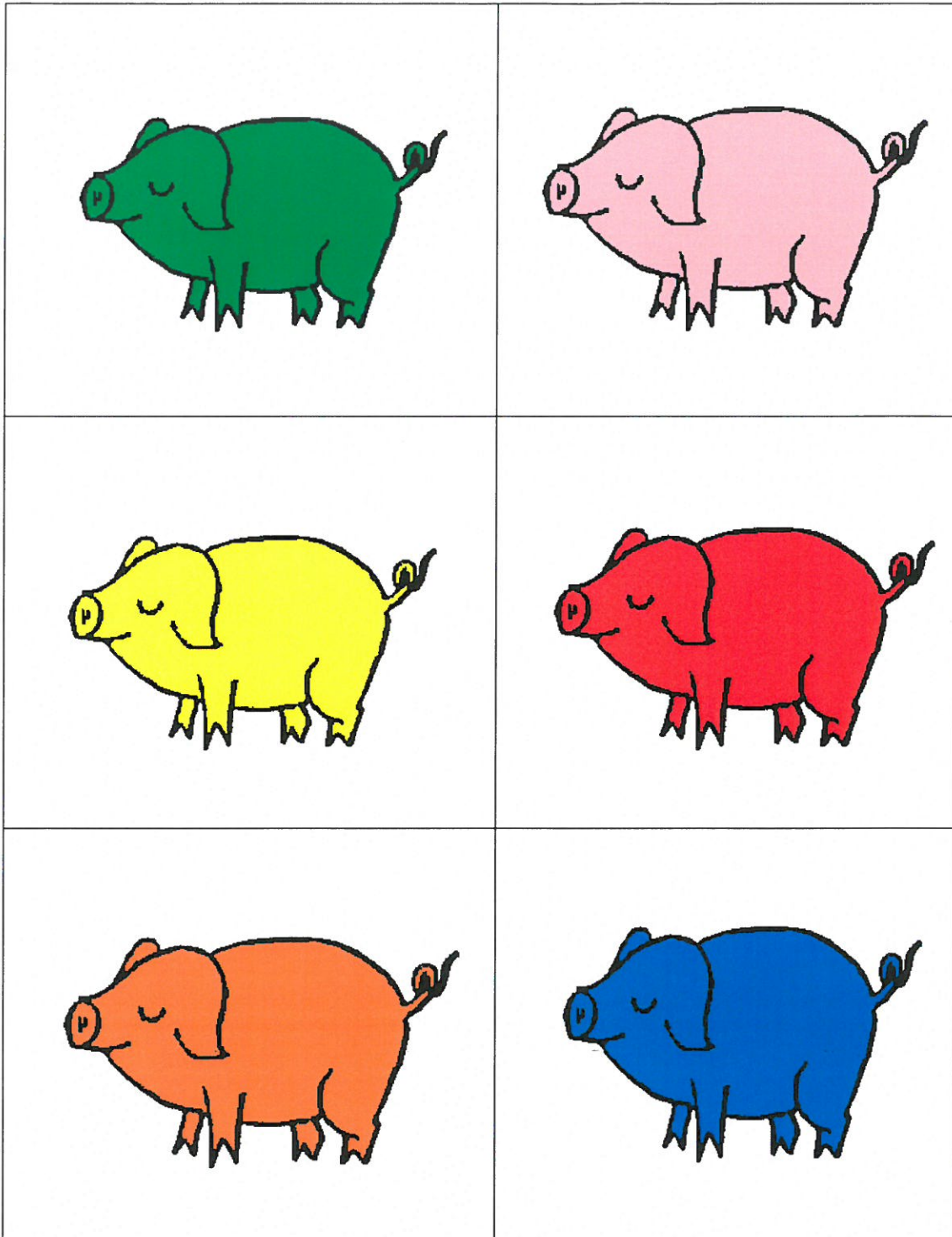
www.humber.nhs.uk

G Final Phrase Level

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





Snakes 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.





Snakes and Ladders

g at the end of words

Updated by Rona Gaffney
11.08.14

START

FINISH WELL DONE!

egg, plug, mug, leg, dog, flag, bag, log, pig, jug,



Things That Go Together

g at the end of words

dog – collar
pig – sty
frog – pond
egg – chicken
mug – coffee
logs - fire

Created by Rona Gaffney 2015

© Speech and Language Therapy, Humber NHS Foundation Trust



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.



