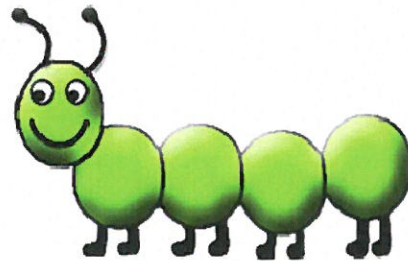
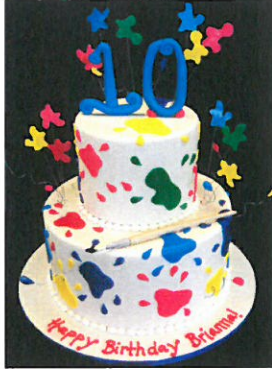


Pack for the sound 'k' at the start of words



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



Name: _____ School: _____				D.O.B: _____	
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 'k' at the start of words in their speech	The child will be able to produce 'k' 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.			

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.

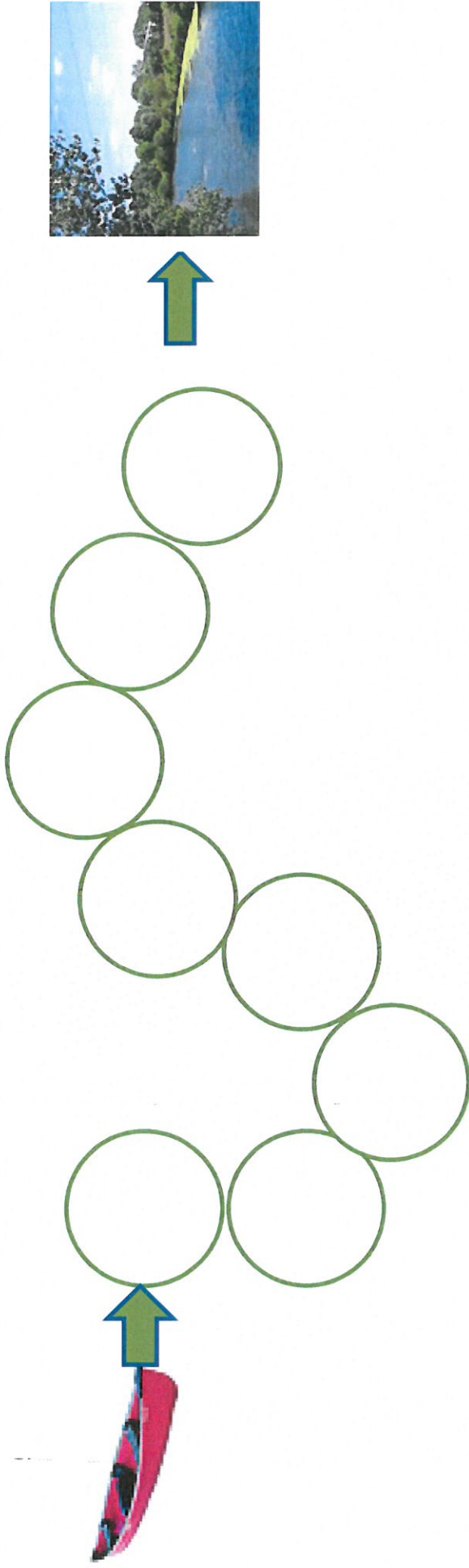


Can you...?

Can you get the canoe to the river?

Say your special speech sound every time you paddle along the stepping stones.

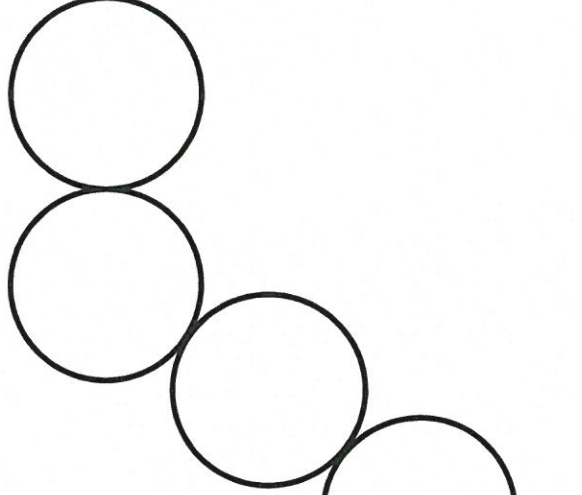
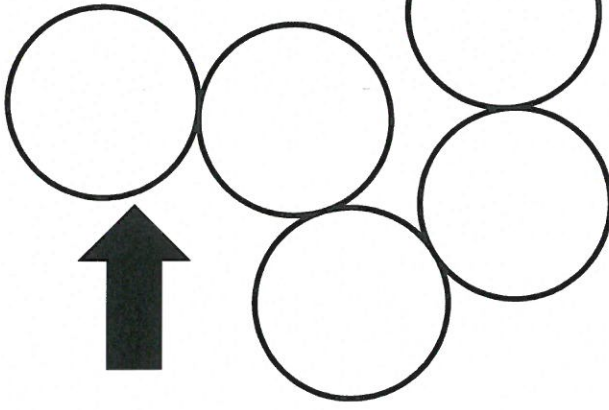
Colour in the stepping stones every time you say the sound correctly.



Can You...?

Can you drive the car to the carpark?

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

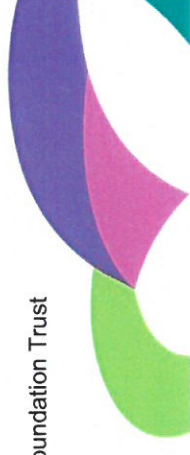


Pyramid Game

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

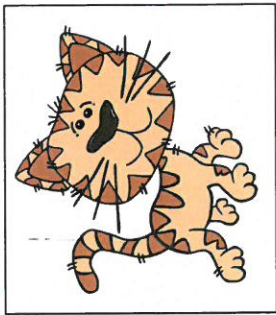


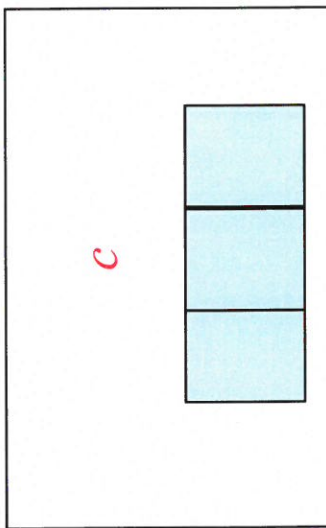
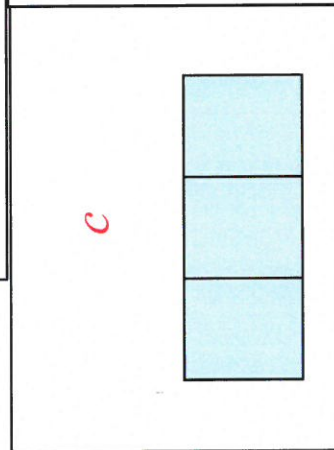
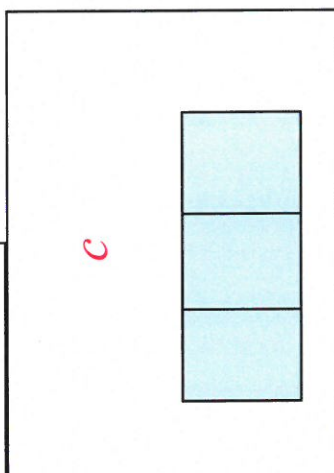
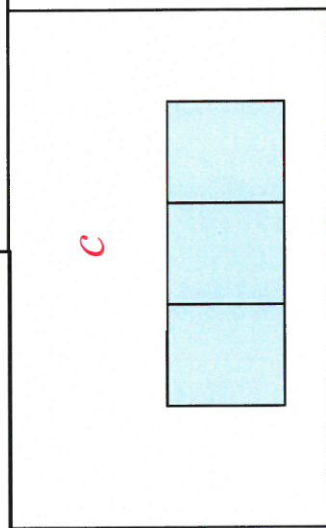
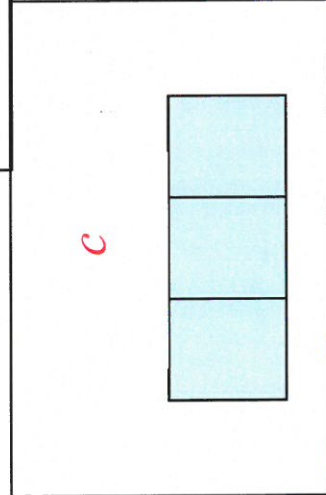
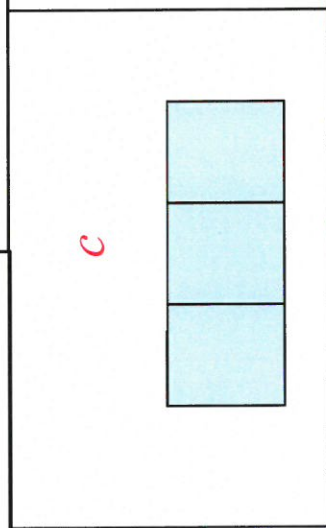
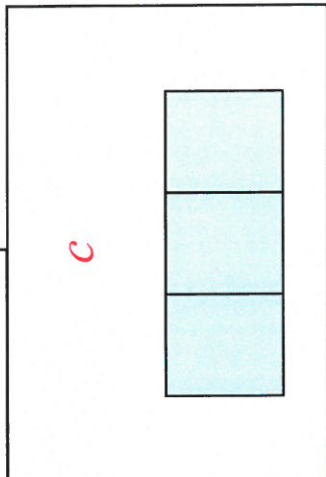
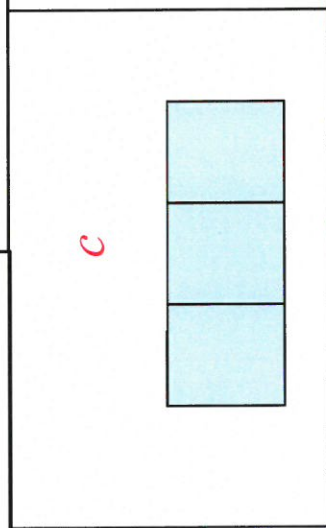


Improving Health
and Wellbeing



Humber
NHS Foundation Trust



Created by Roxanne Parr 2015

© Speech & Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk



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 'k' 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

© Speech & Language Therapy, Humber NHS Foundation Trust



k

k

k

k

k

k

k

k

k



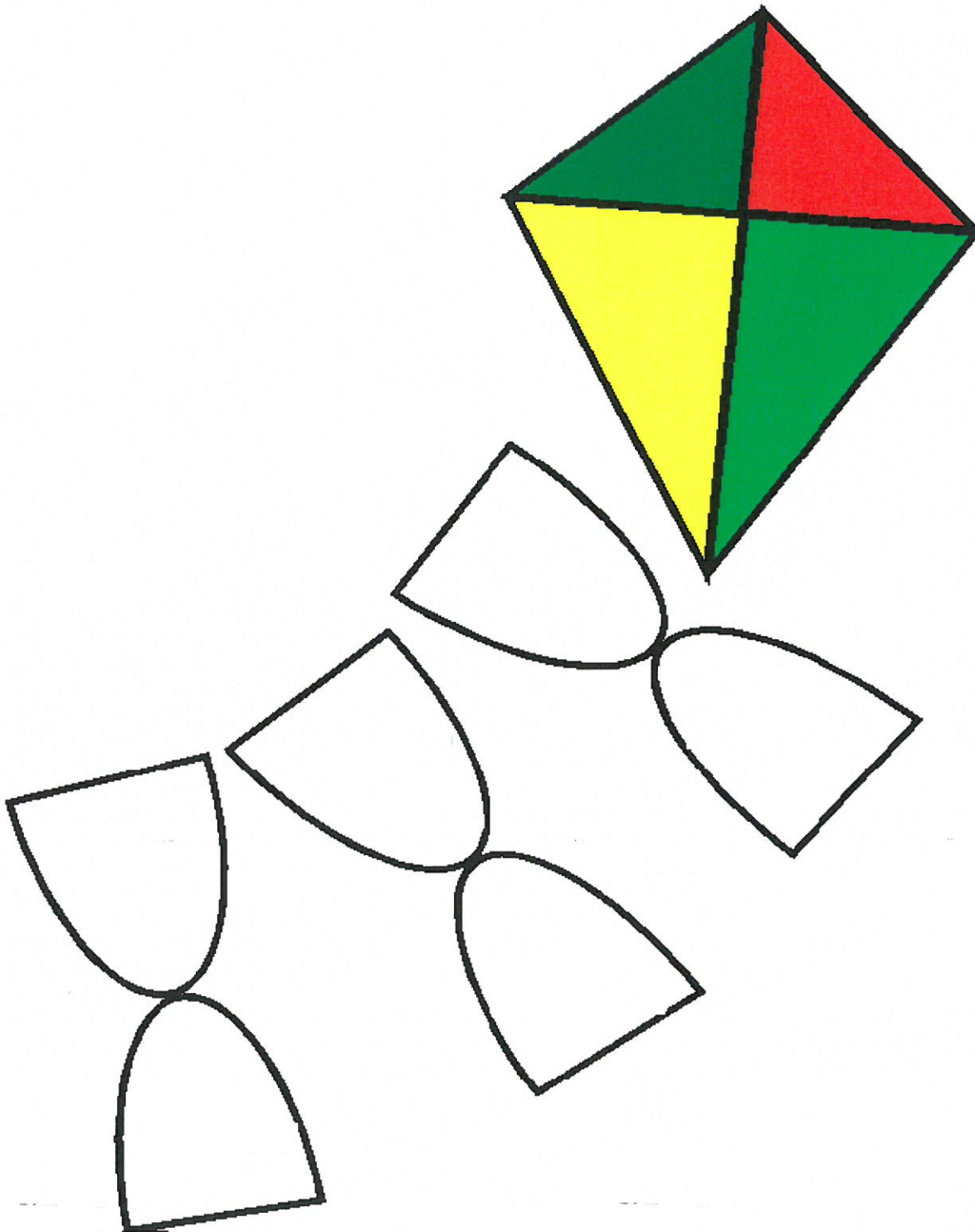
Created by Roxanne Parr 2015

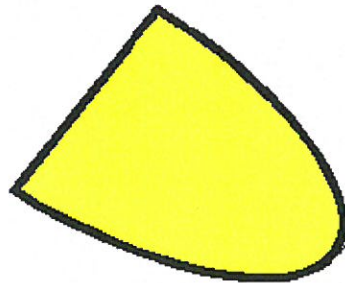
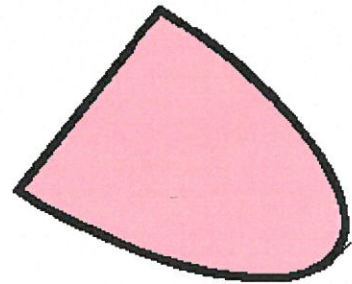
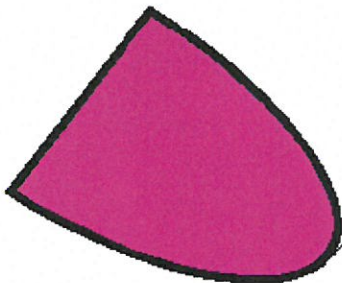
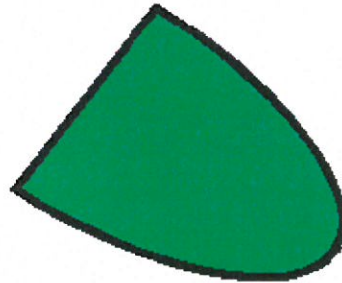
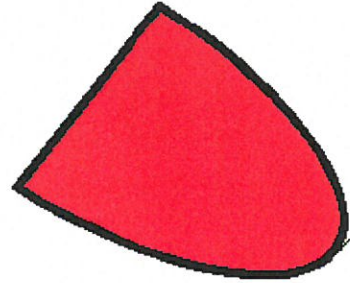
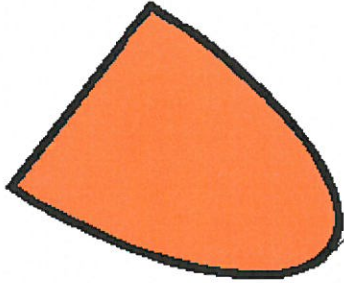
© Speech & Language Therapy, Humber NHS Foundation Trust



Kite Game

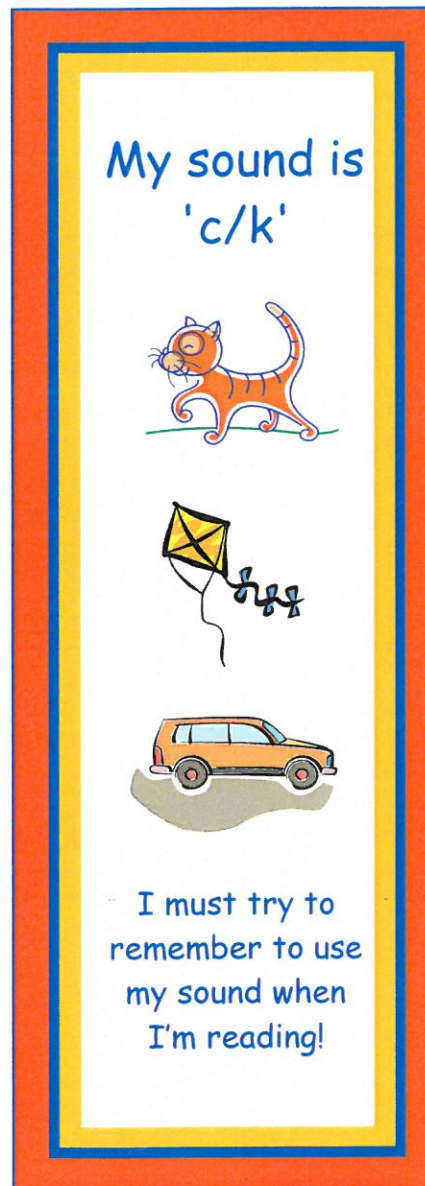
Cut out the coloured tail pieces. Place a vowel sound in each space on the kite tail (use phonics pictures). Ask the child to say the sound 'k' followed by each of the vowels (i.e. k...ee, k...ah). Can the child complete the whole kite. Once they have said each one, they can exchange the vowel sound for a piece of kite.





Bookmark

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



Bus Jigsaw

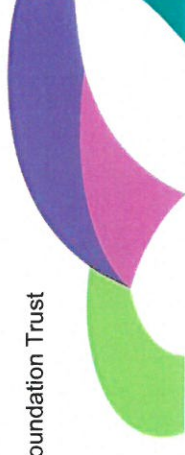
YOU WILL NEED A DICE TO PLAY THIS GAME

- 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.

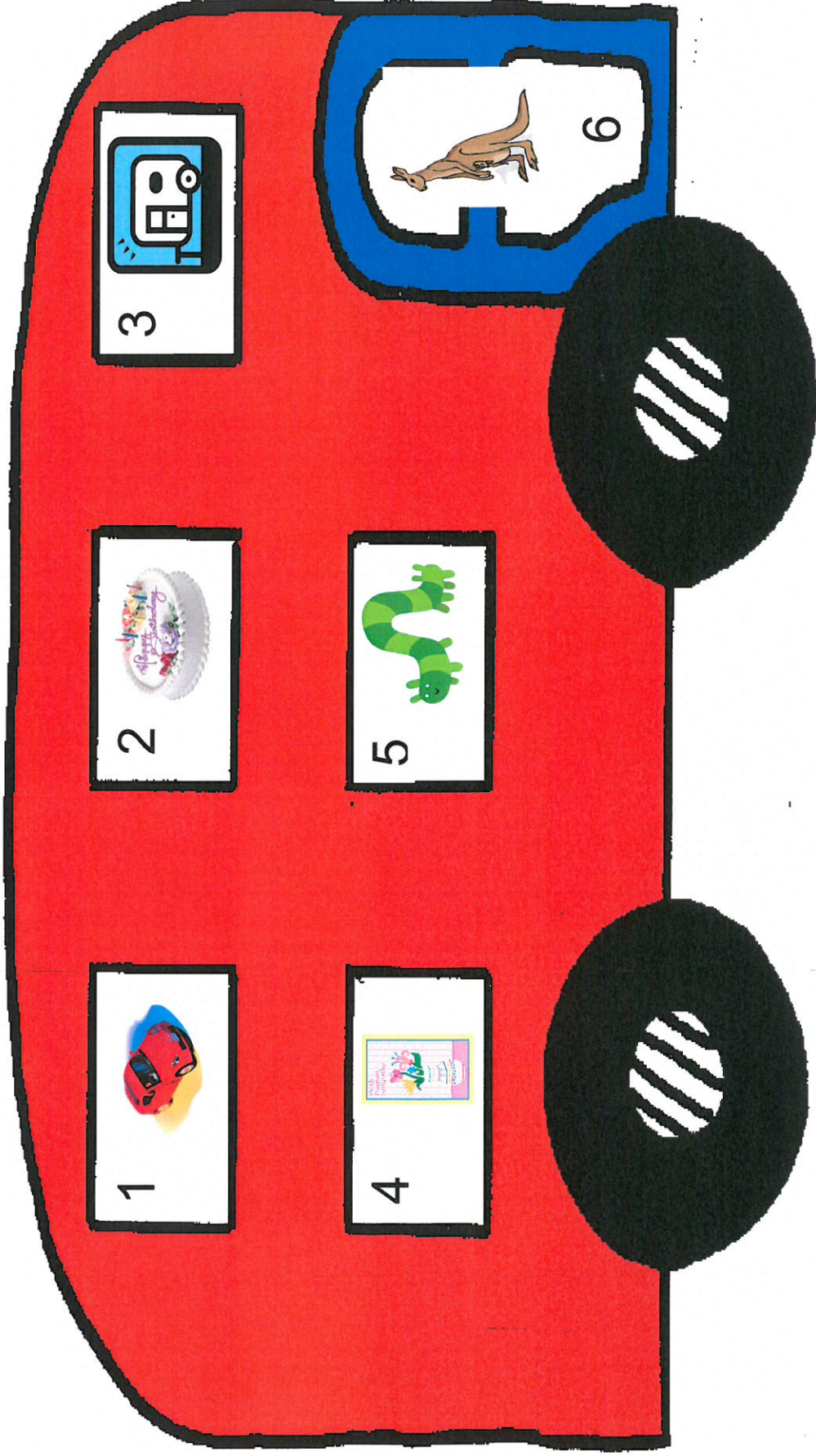




Improving Health
and Wellbeing



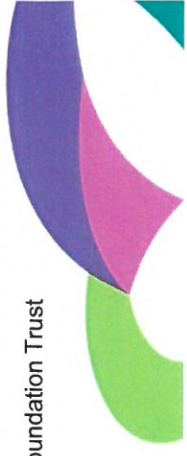
Humber
NHS Foundation Trust



k at the start of words
car, cake, caravan, card, caterpillar, kangaroo

© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk

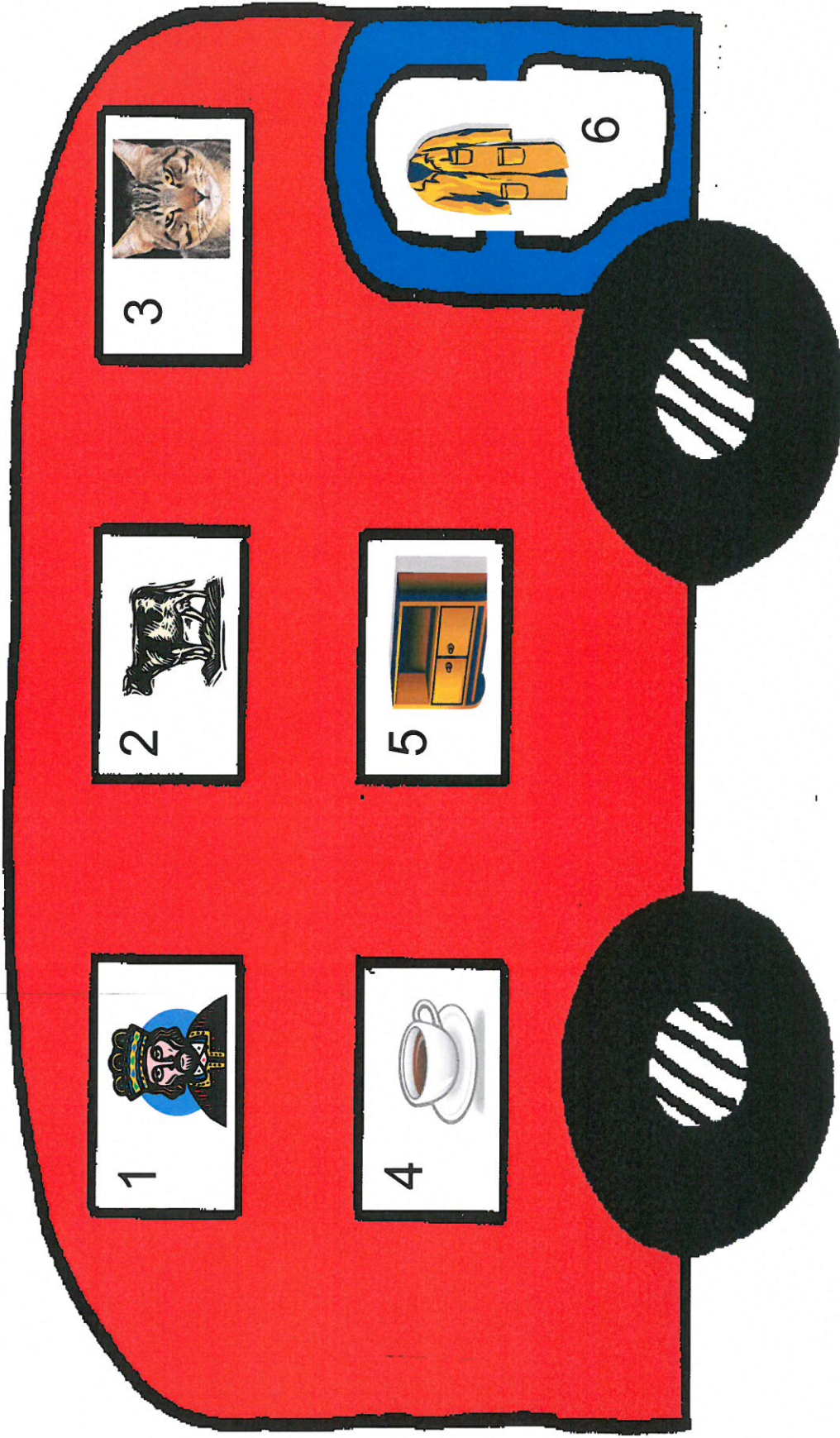




Improving Health
and Wellbeing



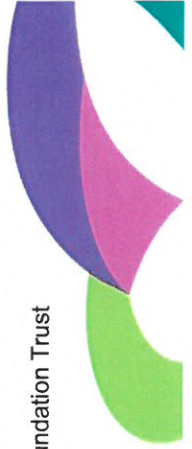
Humber
NHS Foundation Trust



k at the start of words
king, cow, cat, cup, cupboard, coat

© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk



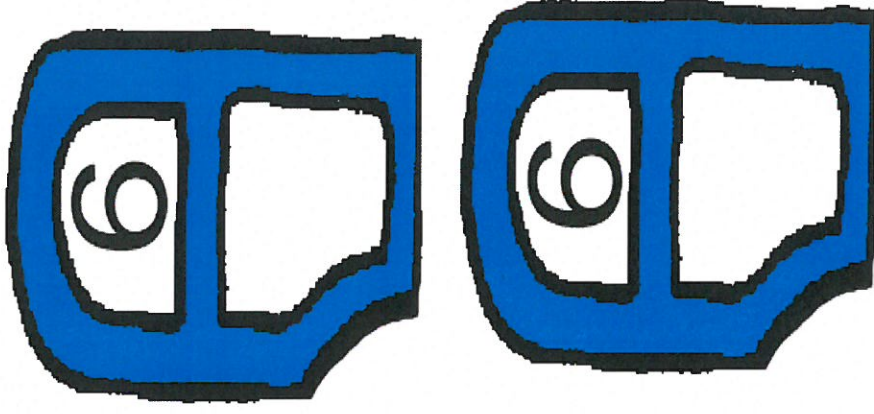


Improving Health
and Wellbeing



Humber
NHS Foundation Trust

1	2	3
4	5	
1	2	3
4	5	





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!

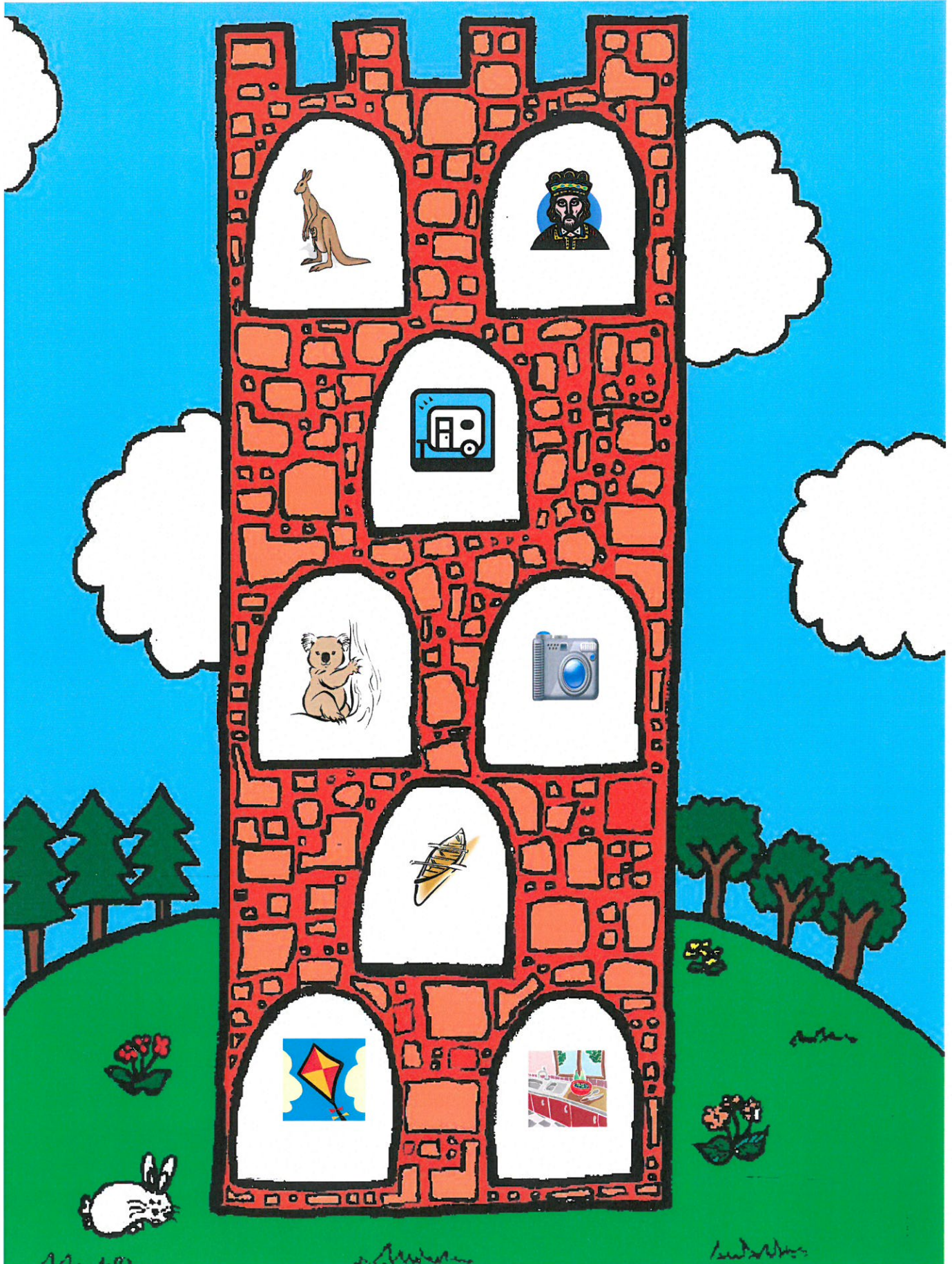
This game can be played at 3 levels of difficulty (see below). Please ask your therapist at which level to play the game.

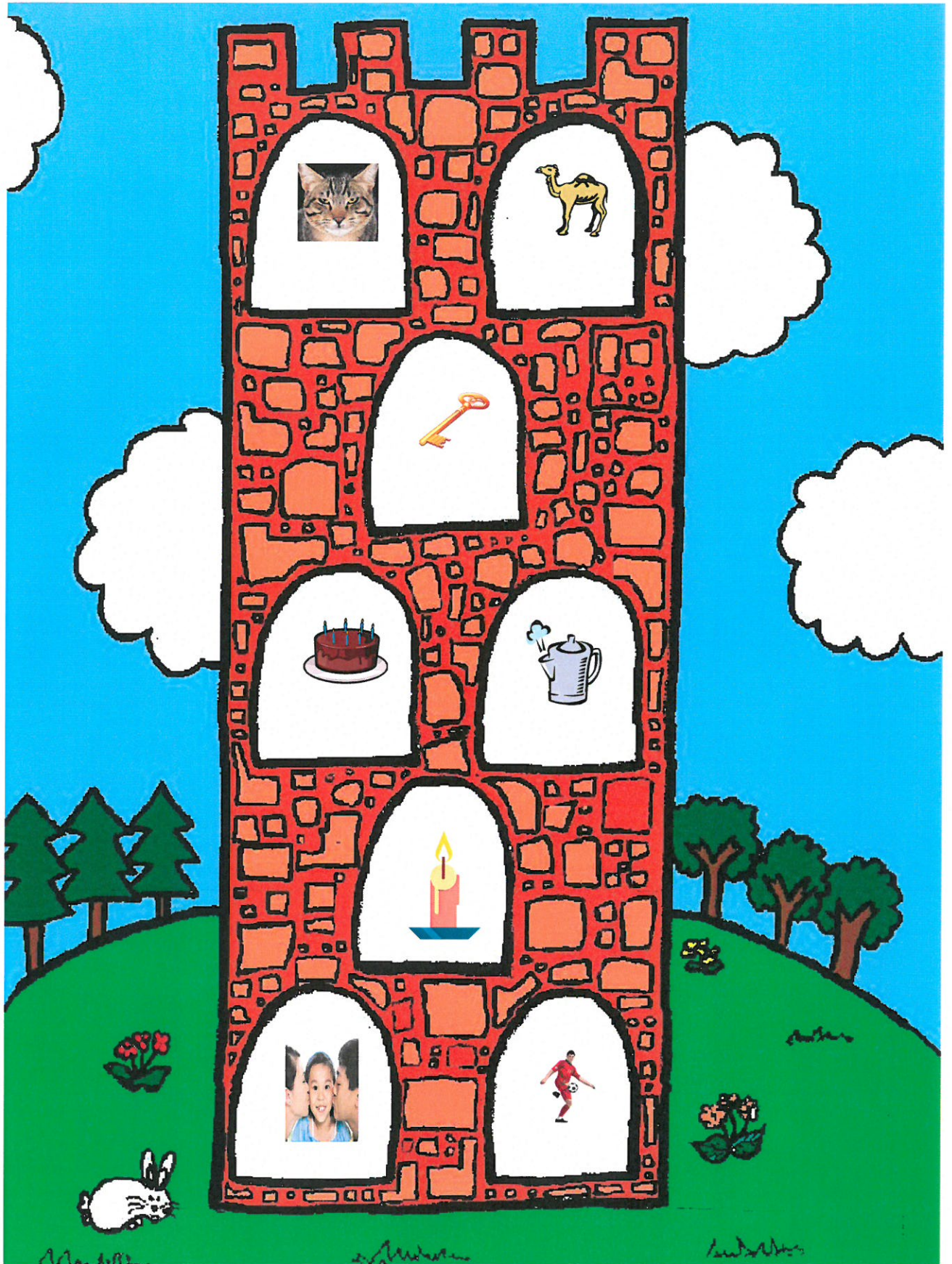
Level 1 – (SINGLE WORDS) Say the words – as above.

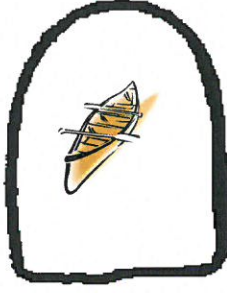
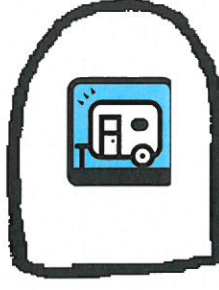
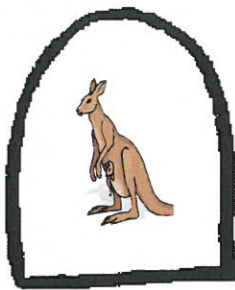
Level 2 – (TARGET WORDS IN PHRASES) Say the target word in this set phrase “I’ve got the.....”

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









k at the start of words

kangaroo, king, caravan, koala, camera, canoe, kite, kitchen, cat, camel, key, cake,
kettle, candle, kiss, kick



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.

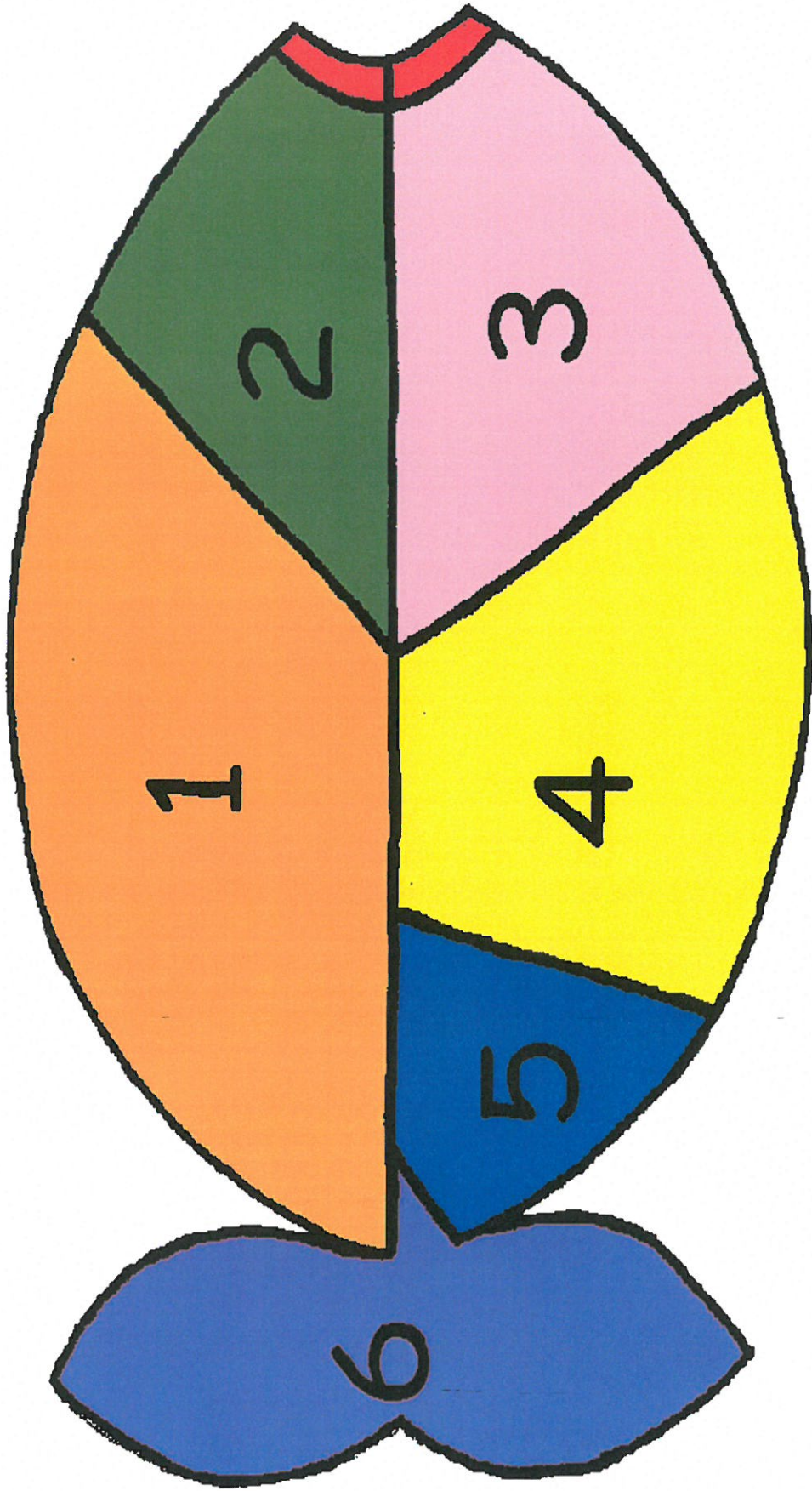




Improving Health
and Wellbeing

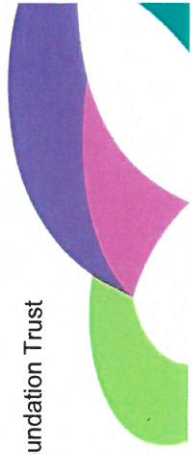


Humber
NHS Foundation Trust



© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk

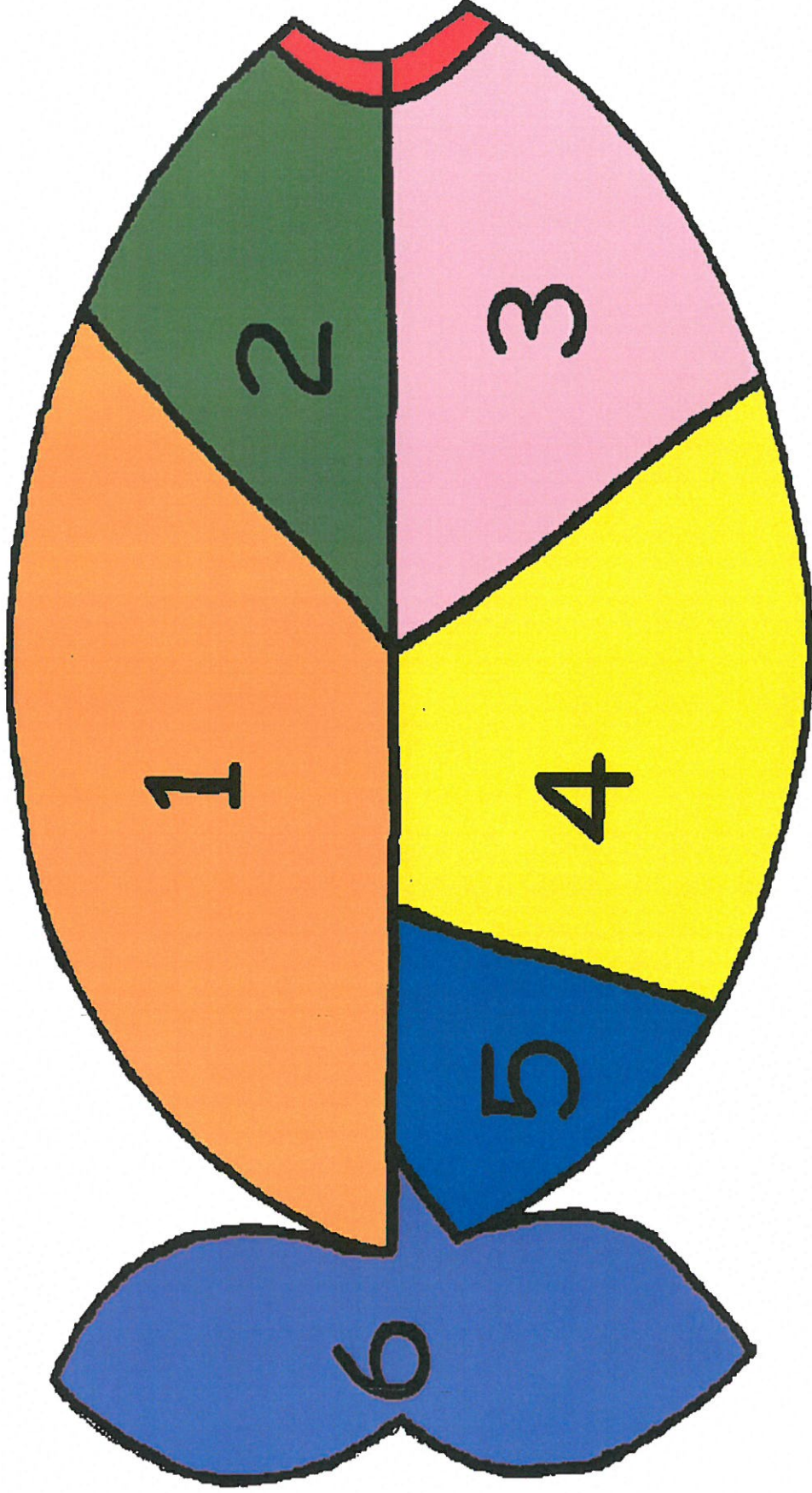




Improving Health
and Wellbeing

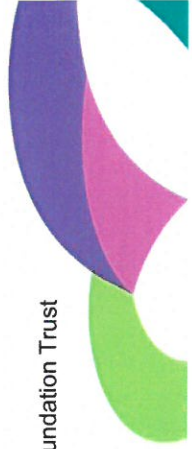


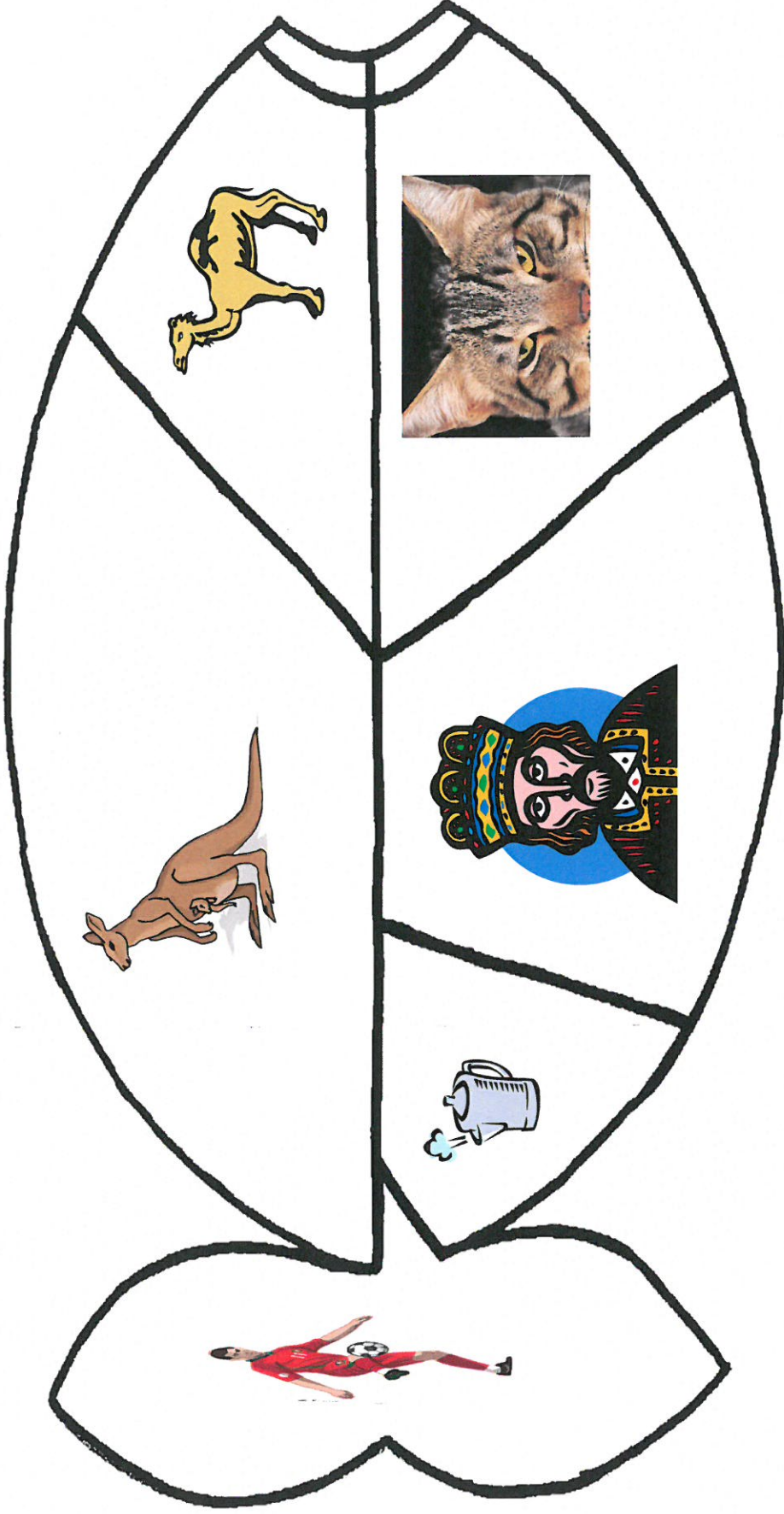
Humber
NHS Foundation Trust



© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk





k at the start of words

kick, kangaroo, camel, cat, king, kettle

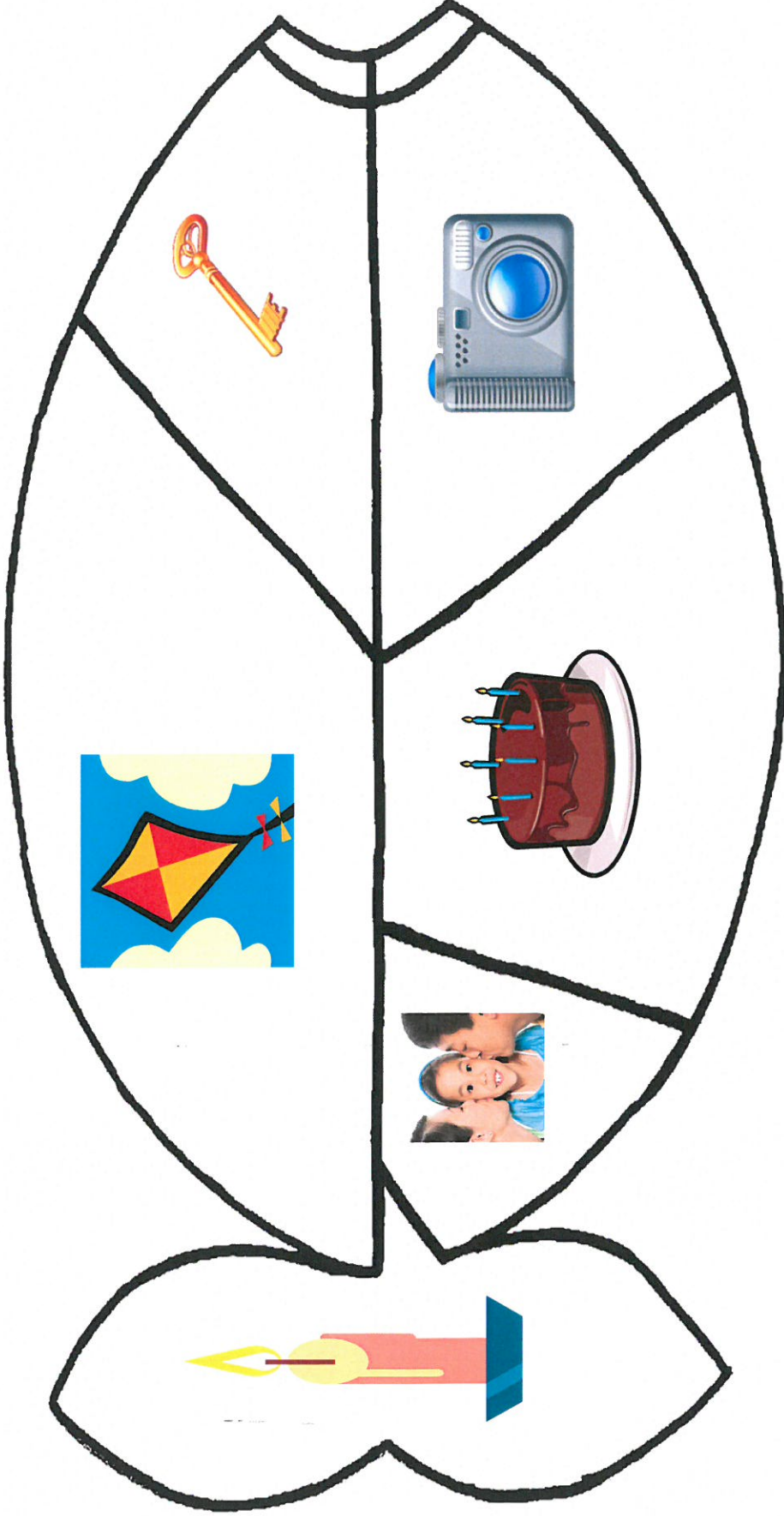




Improving Health
and Wellbeing



Humber
NHS Foundation Trust

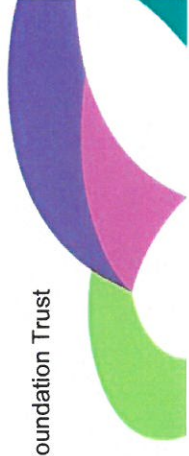


k at the start of words

candle, kite, key, camera, cake, kiss

© Speech and Language Therapy, Humber NHS Foundation Trust

www.humber.nhs.uk



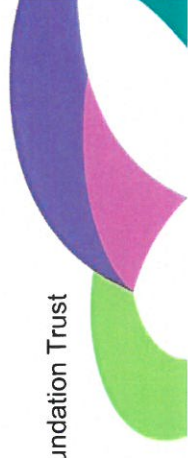
Lotto Game

- 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.

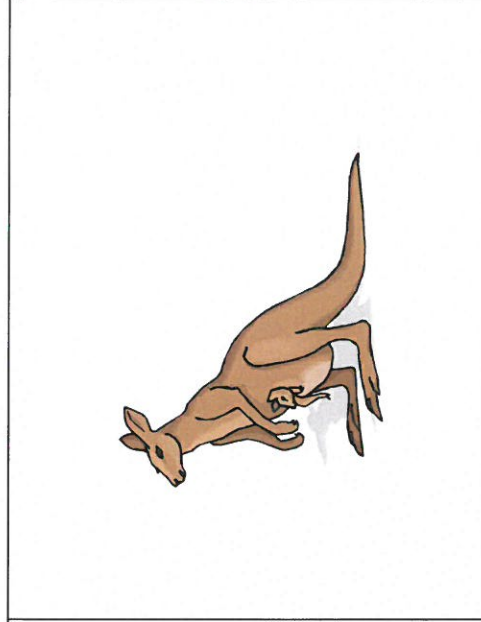
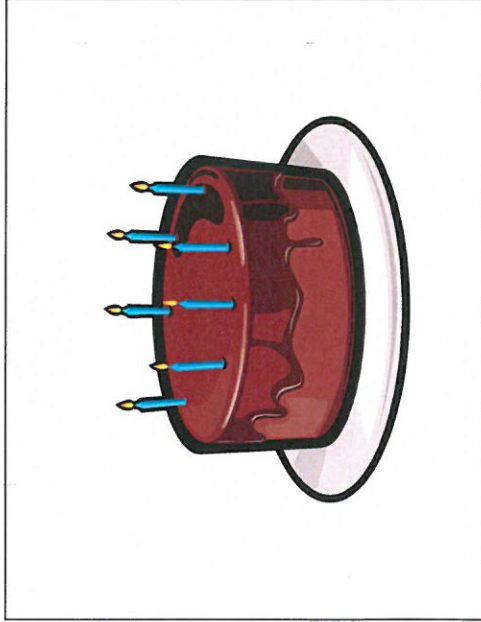




Improving Health
and Wellbeing



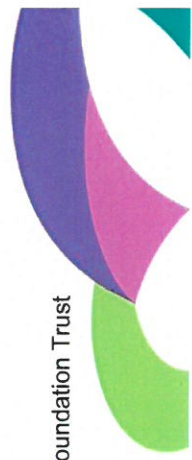
Humber
NHS Foundation Trust



k at the start of words
Created by Rona Gaffney 18.07.2014

cake, card, kangaroo, king, cupboard, cup, cat, cow, coat, caterpillar, caravan, car

© Speech & Language Therapy, Humber NHS Foundation Trust

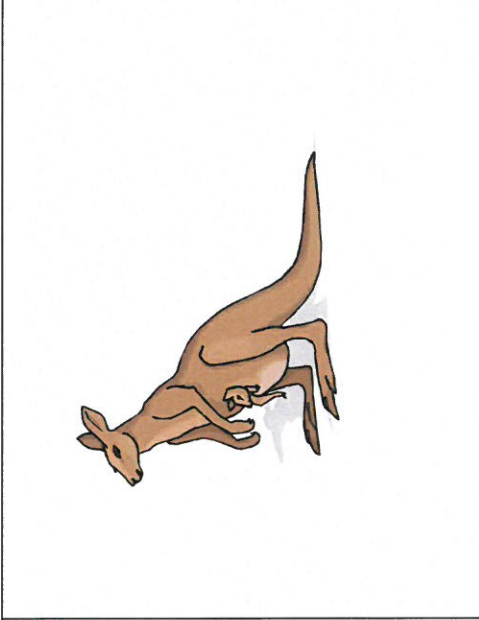
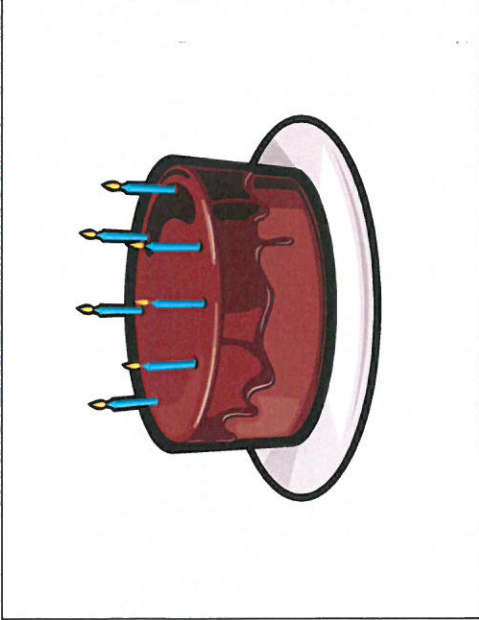




Improving Health
and Wellbeing



Humber
NHS Foundation Trust

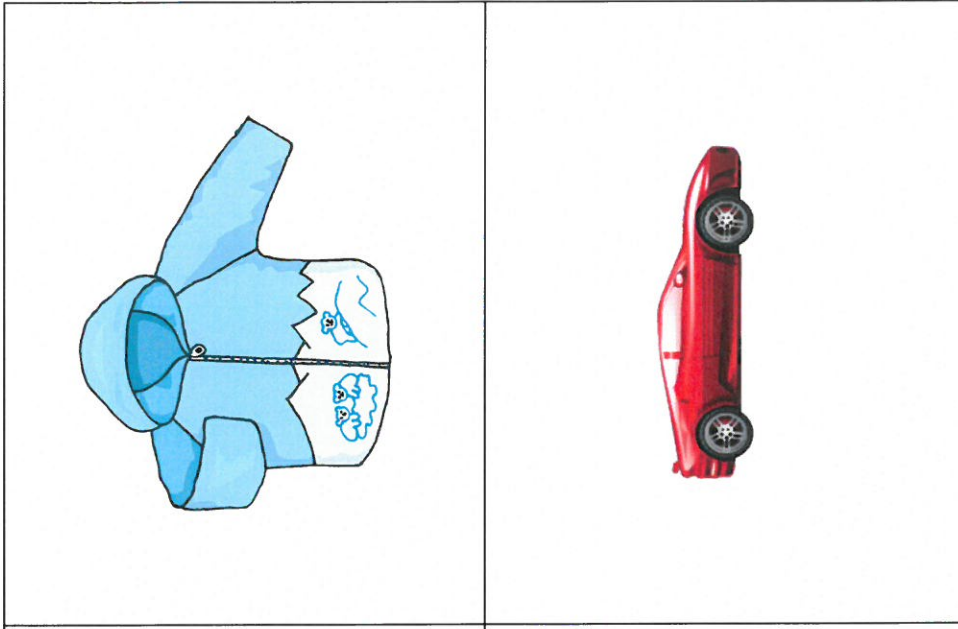
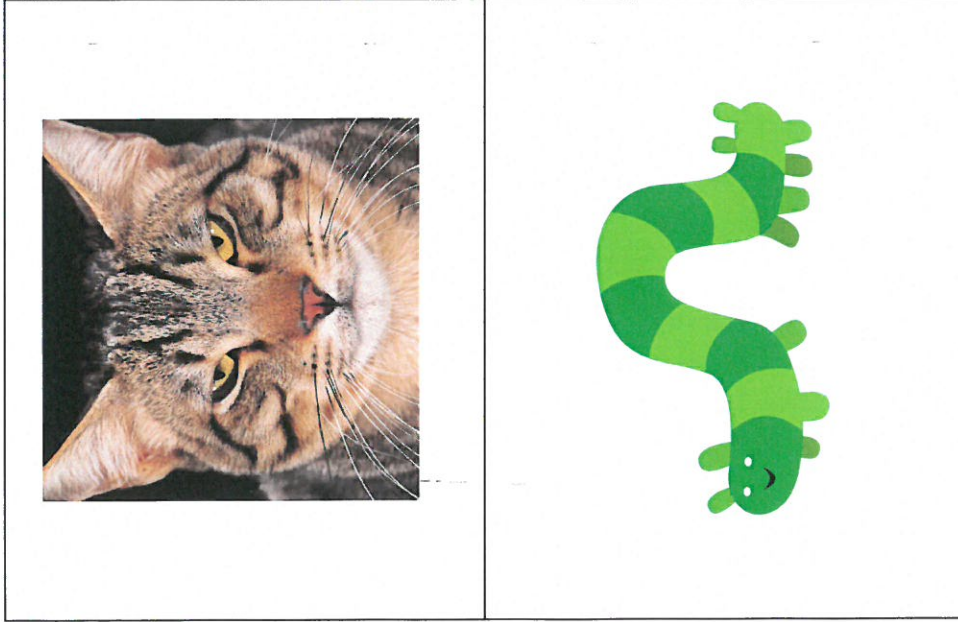




Improving Health
and Wellbeing



Humber
NHS Foundation Trust

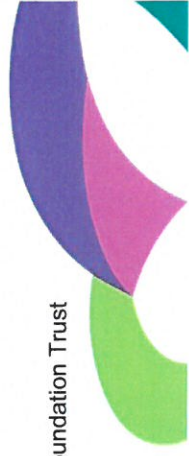
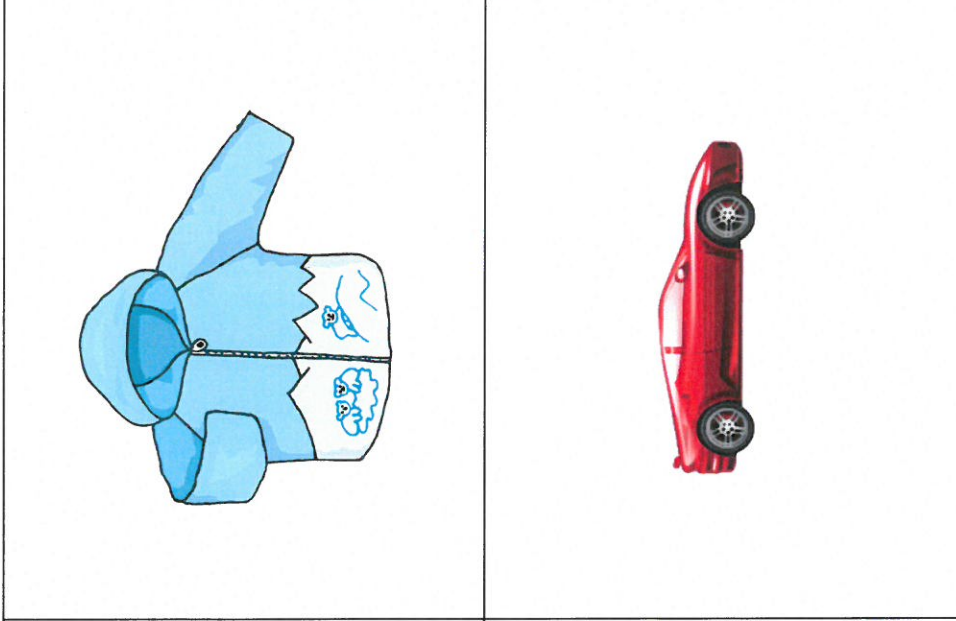
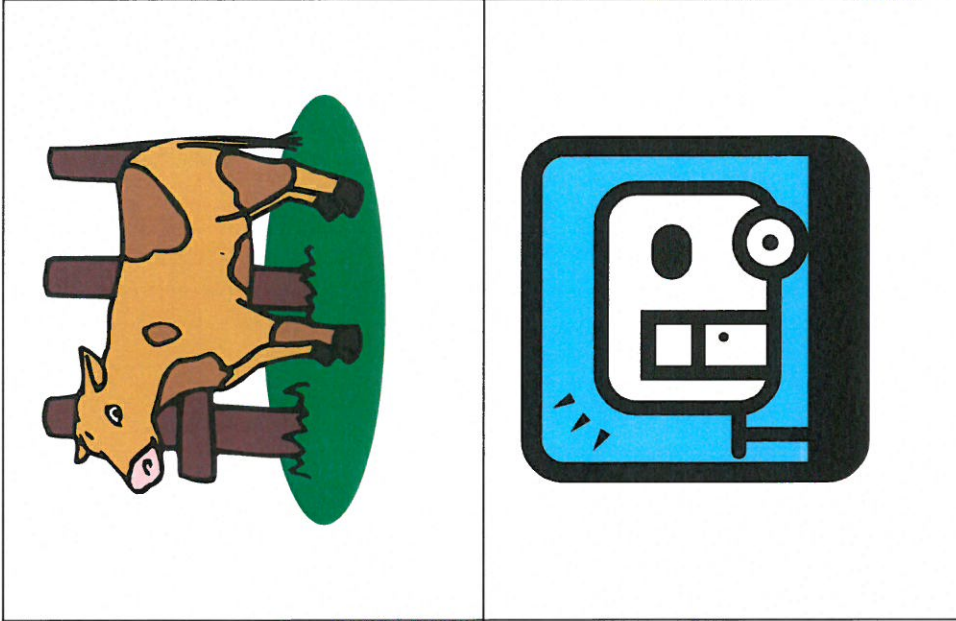
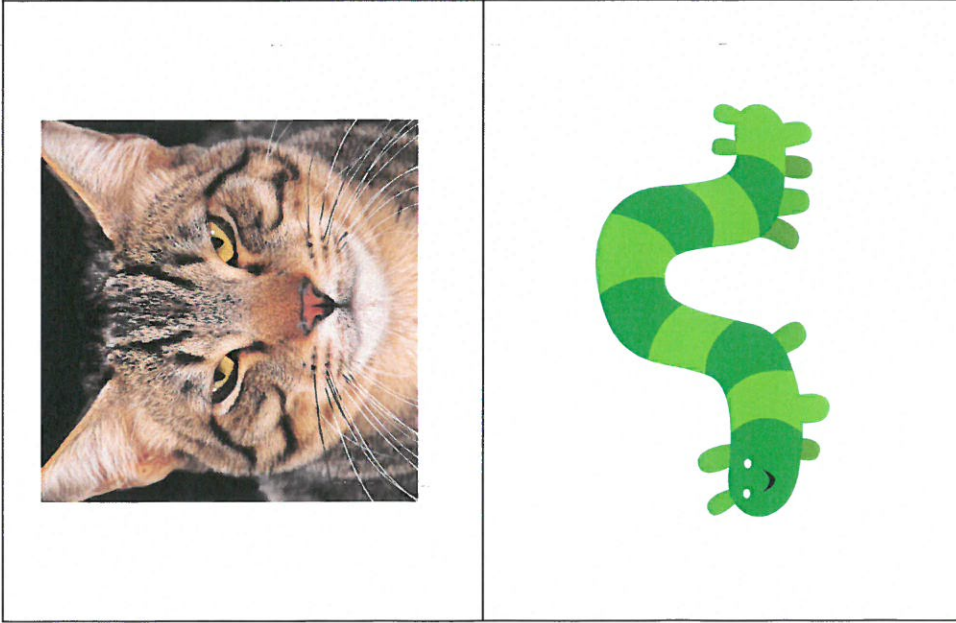




Improving Health
and Wellbeing



Humber
NHS Foundation Trust



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

START

key at the start of words
Created by Kate Walker
Updated by Rona Gaffney
18.07.14

FINISH WELL DONE!

key, kite, cake, card, cup, coat, cap, car, cow, kangaroo, caravan, cat, kettle



Things That Go Together

k the start of words

cot – baby
cat – milk
castle – king
cup - saucer
carrot - rabbit
candle - cake
cave – bear
kennel – dog
car – wheel
key – door
cow – field
cooker - pan

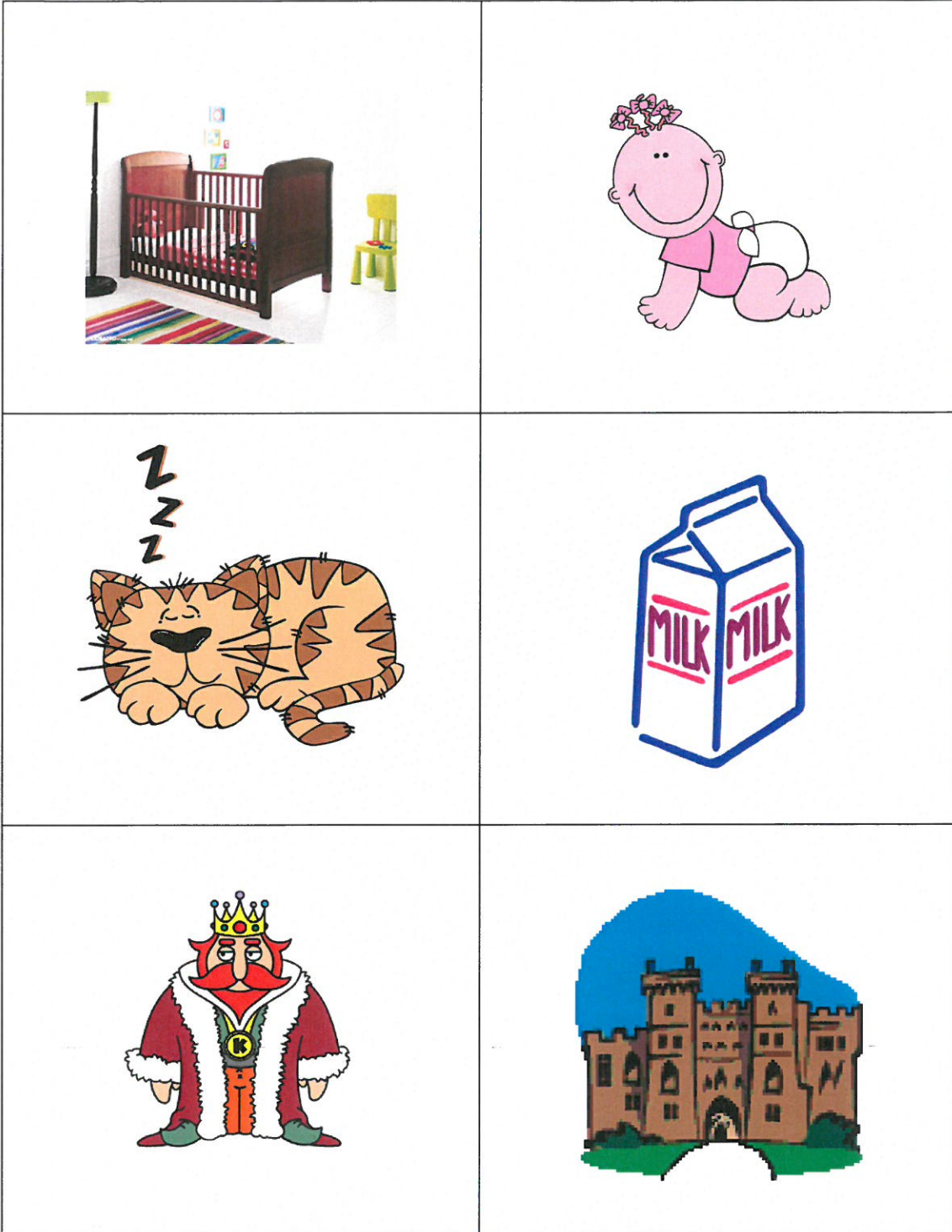
Original concept by Karen Stockman 1996
Updated by Rona Gaffney 20.08.12


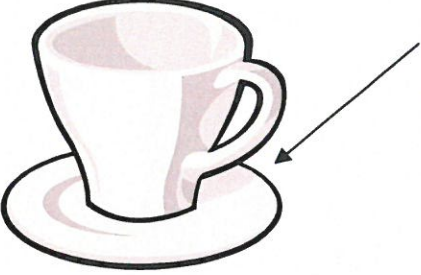

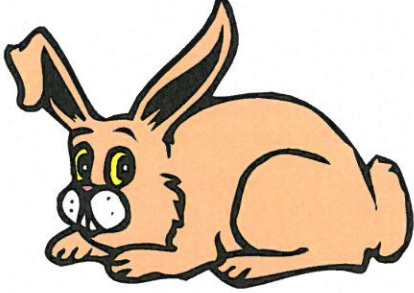
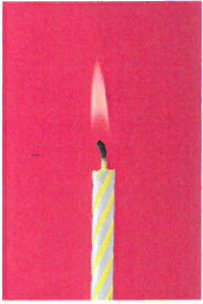



How To Play

- 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.


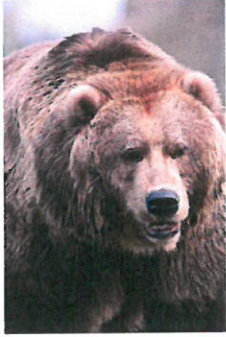



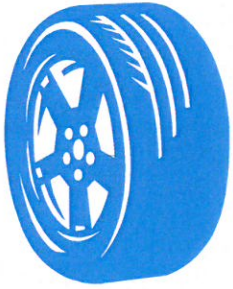




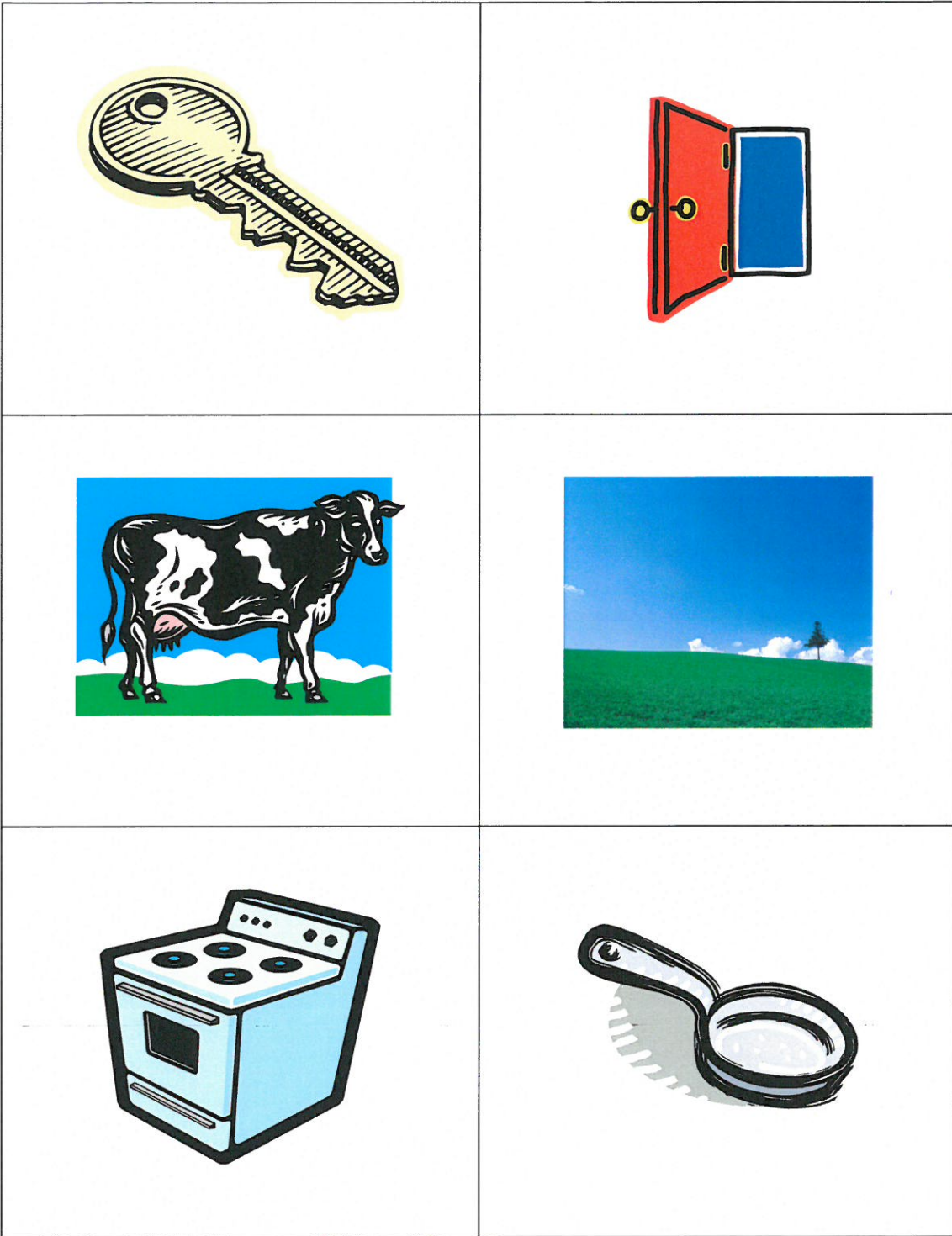
	
	
	









Word Search

k	c	a	r	c	q	r
e	e	b	s	a	x	f
d	y	y	q	r	g	l
c	a	k	e	r	q	n
c	a	d	e	o	m	z
d	h	k	i	t	e	a
e	q	c	o	w	p	o

car



cow



key



carrot



kite



cake



Updated by Rona Gaffney 18.07.2014

© Speech & Language Therapy, Humber NHS Foundation Trust

