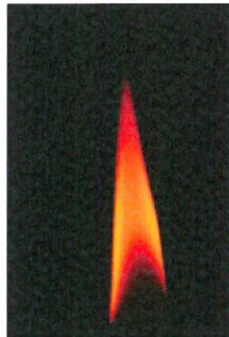
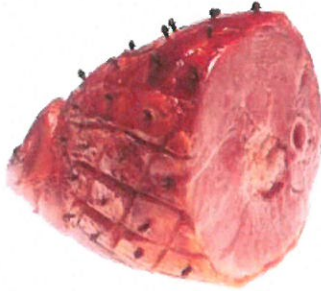


Pack for the sound 'm' at the end of words



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?	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 'm' at the end of words in their speech	The child will be able to produce 'm' 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.				

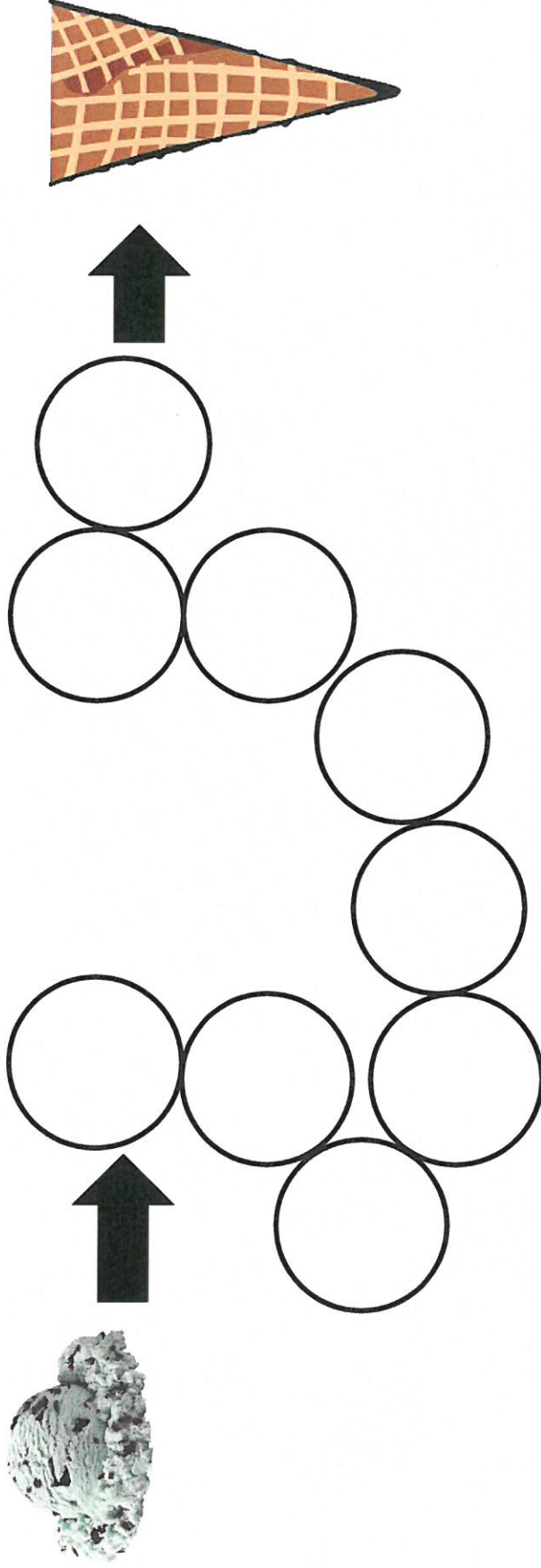
Please work through the following activities. If you have any questions or feel that the targets have been achieved, please contact the speech and language therapist.



Can You...?

Can you get the ice cream to the cone?

Say your special speech sound every time you 'jump' on the stepping stones to get to the cone. 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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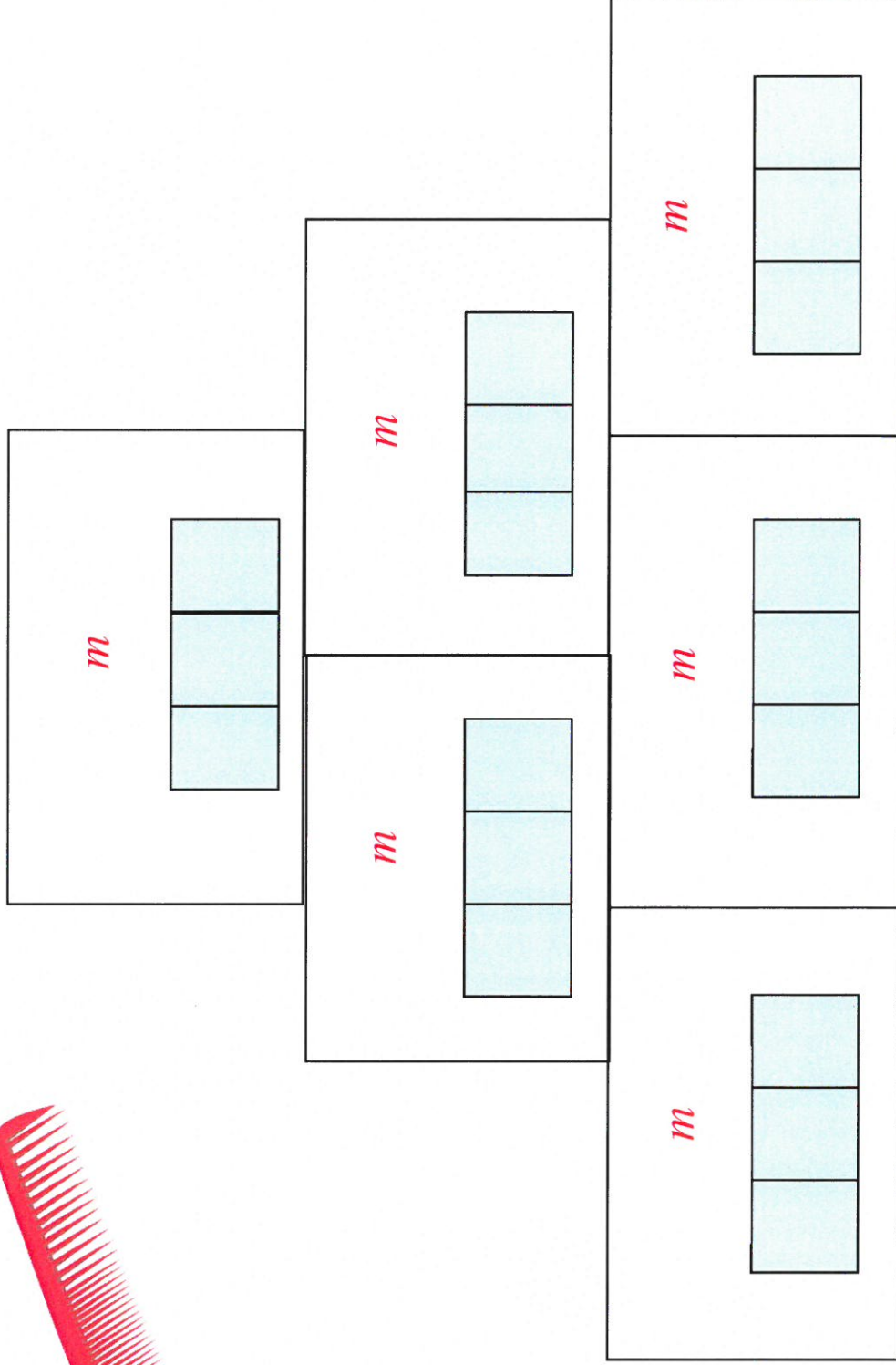




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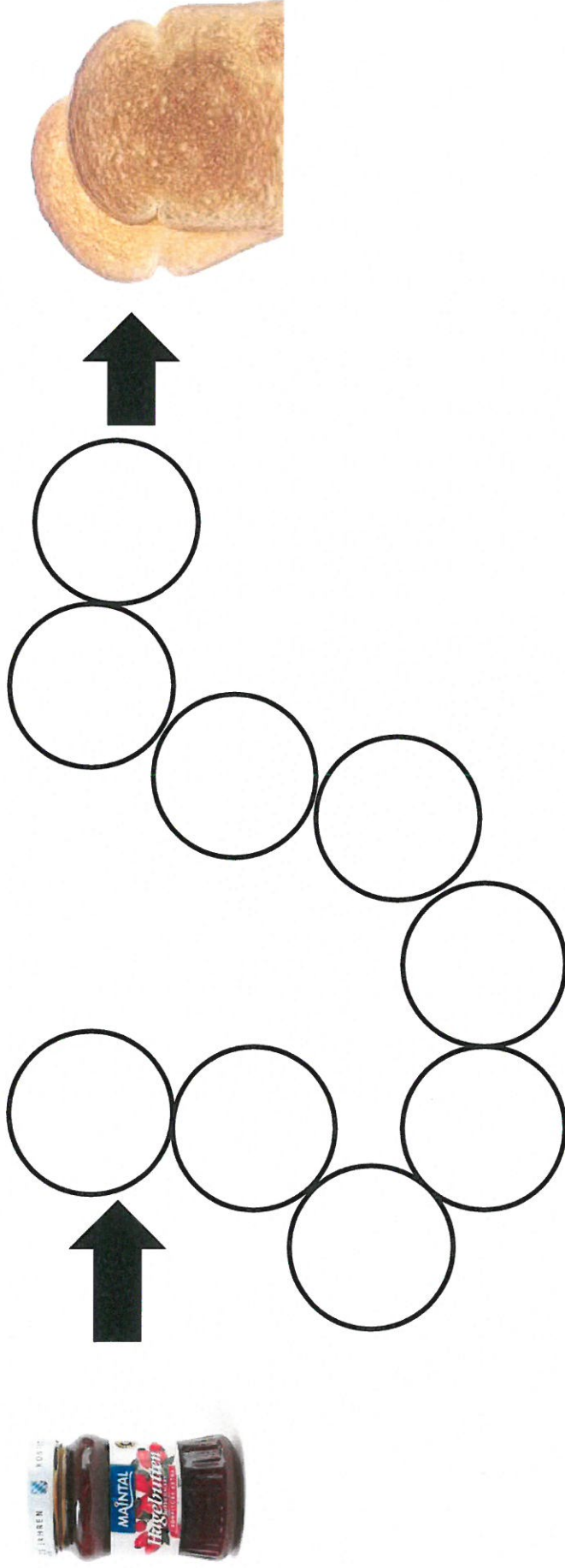
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Can You...?

Can you get the jam to the toast?

Say your special speech sound every time you 'jump' on the stepping stones to get to the toast. Draw a tick on each stepping stone as you go along.

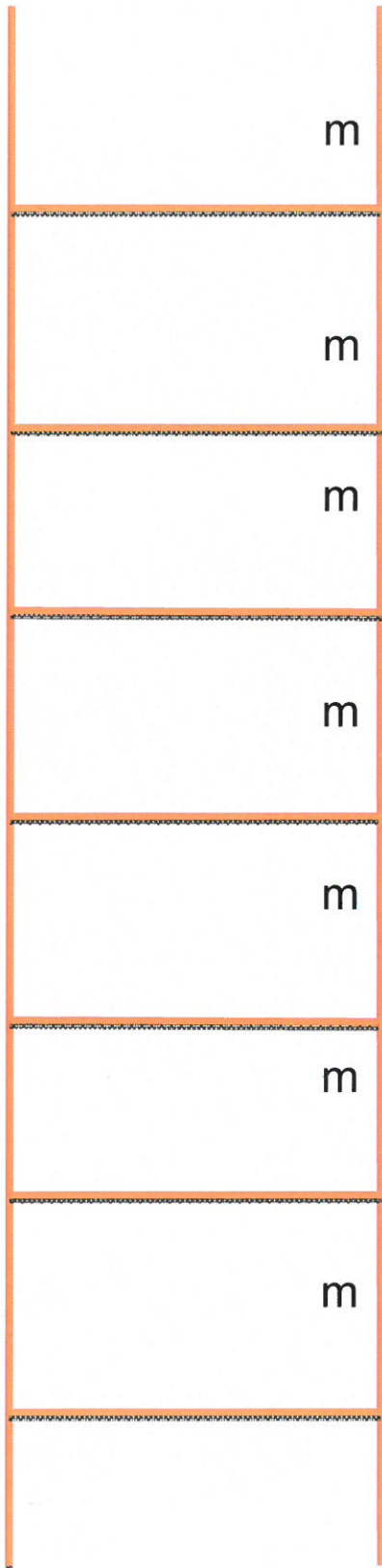


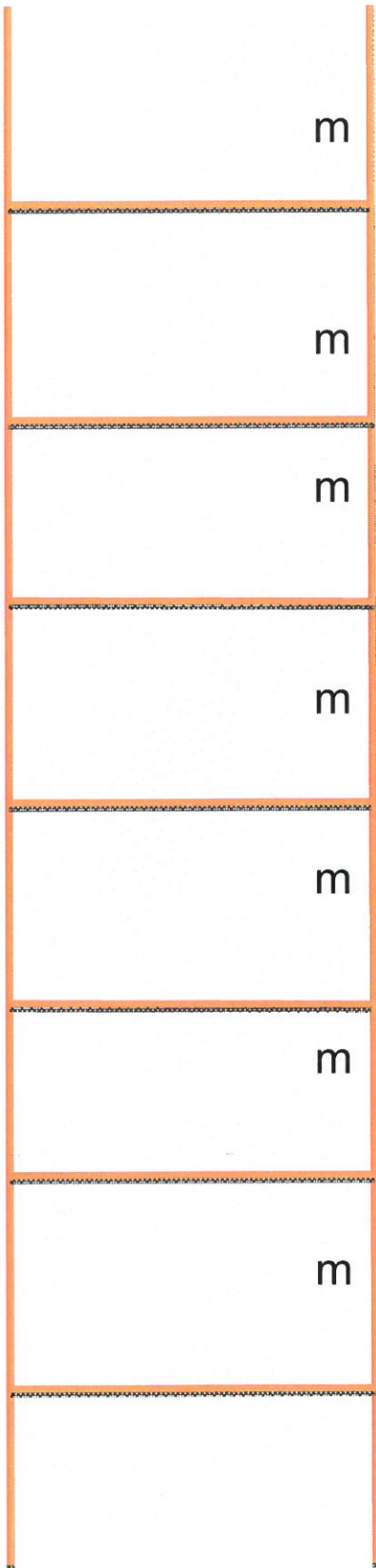
Ladder Game

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







Fish Jigsaw

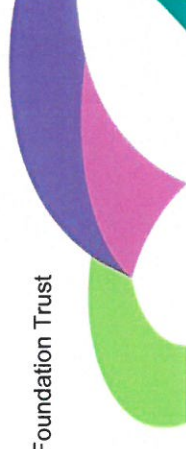
YOU WILL NEED A DICE TO PLAY THIS GAME

- 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.

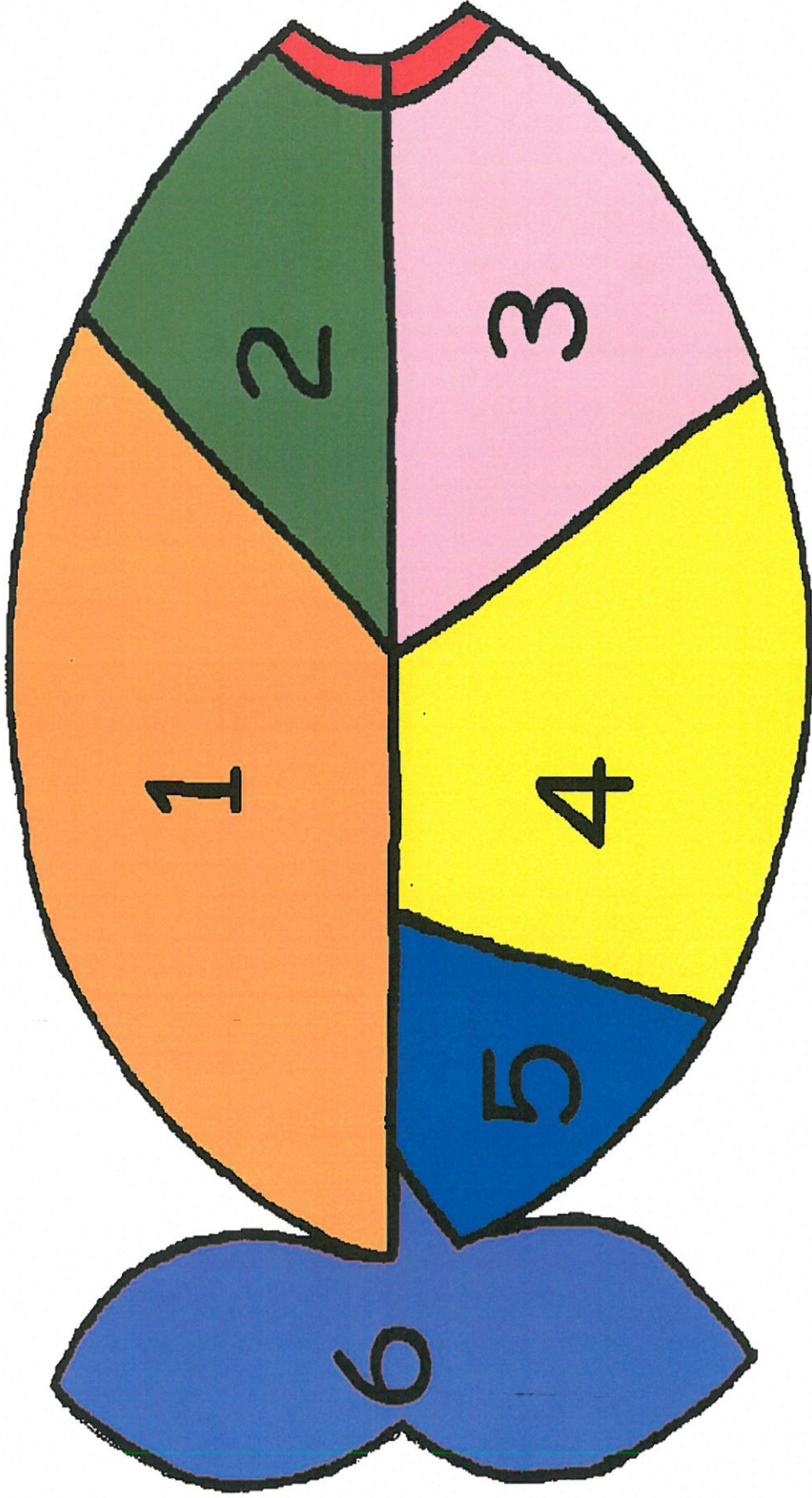




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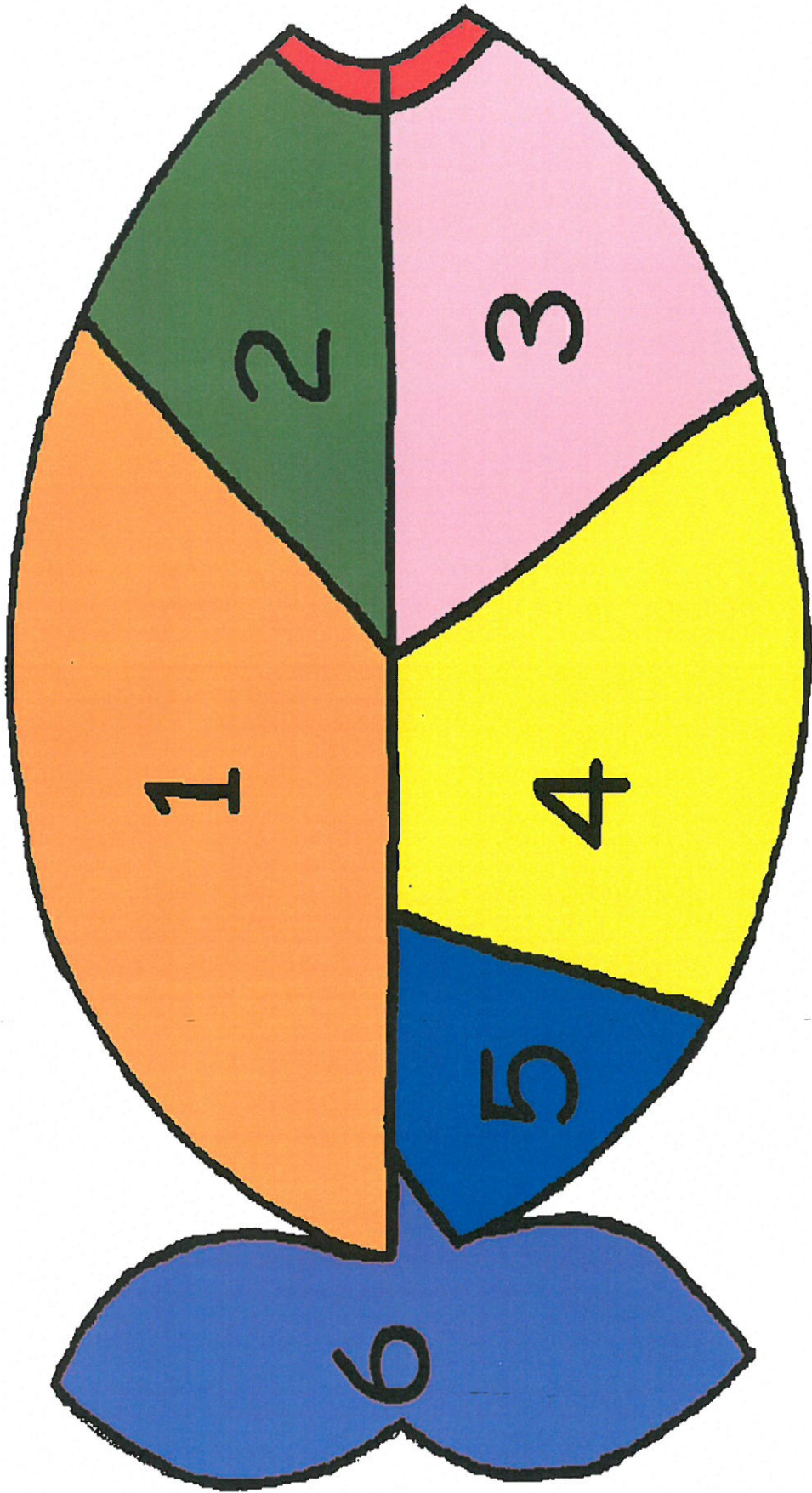




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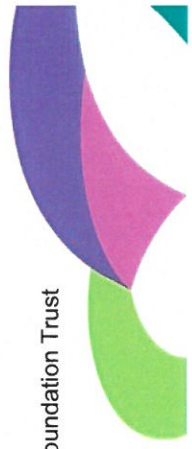


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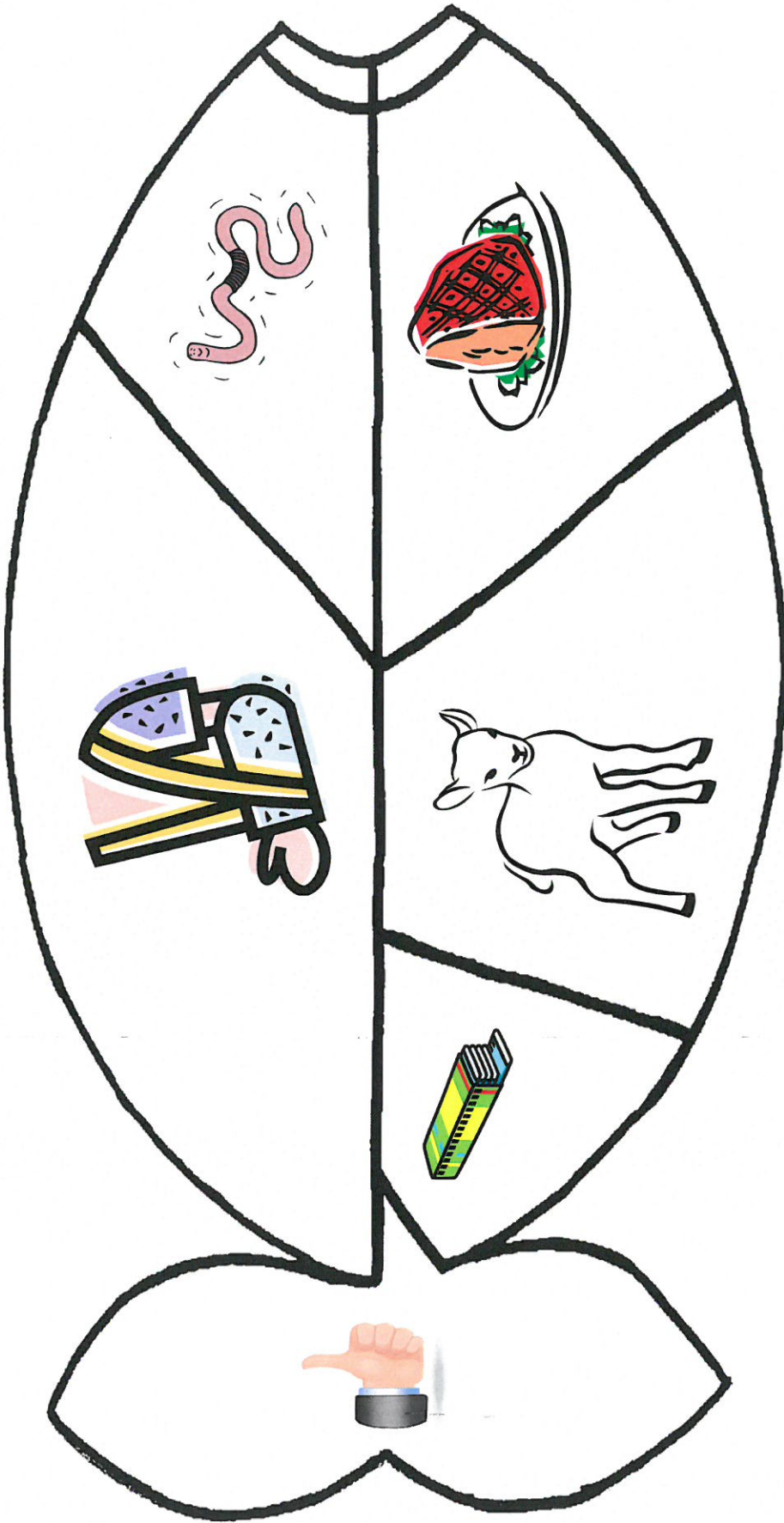




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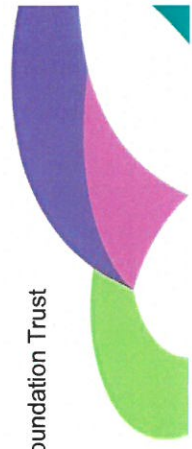


m at the end of words

thumb, arm, worm, ham, lamb, gum

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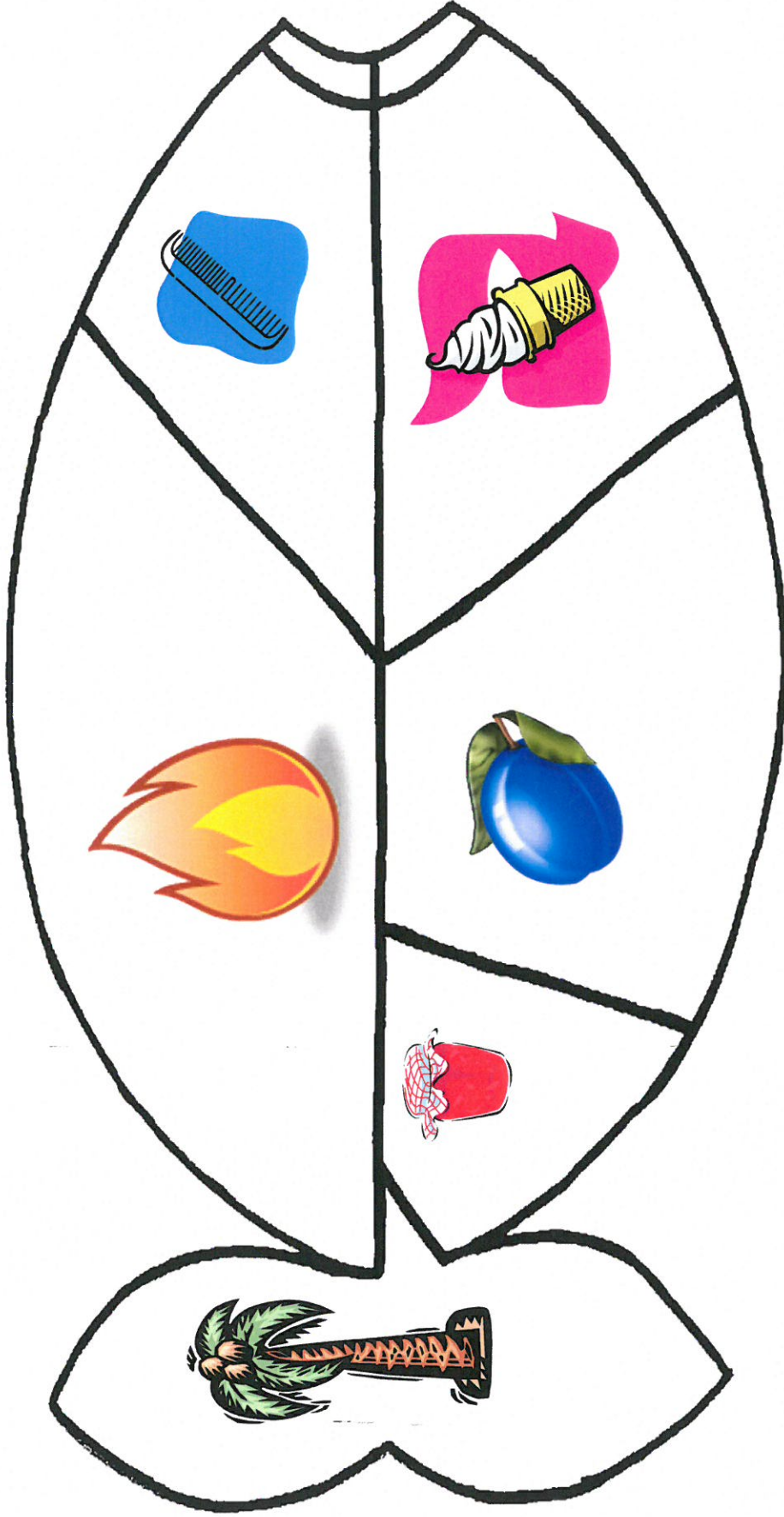




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m at the end of words

palm, flame, comb, ice cream, plum, jam

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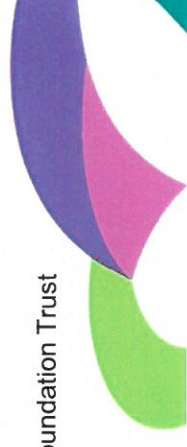
LOTTO GAME

- 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.

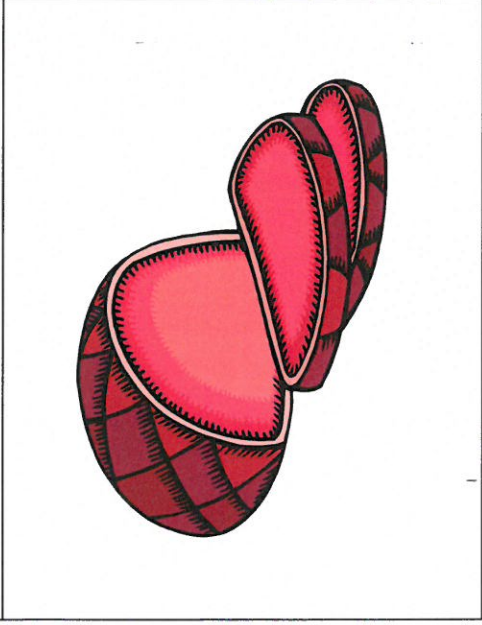
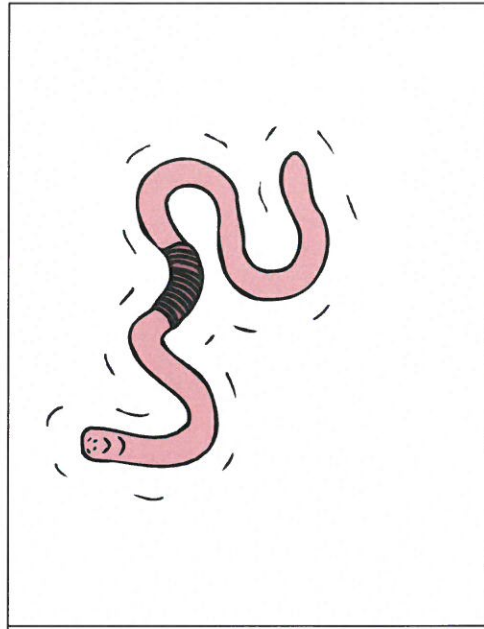
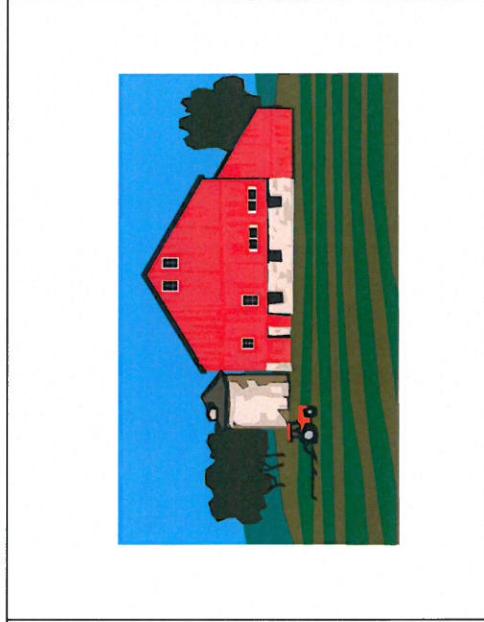
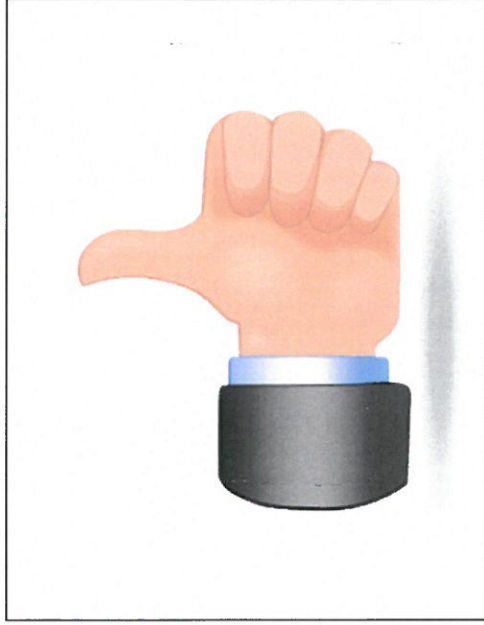




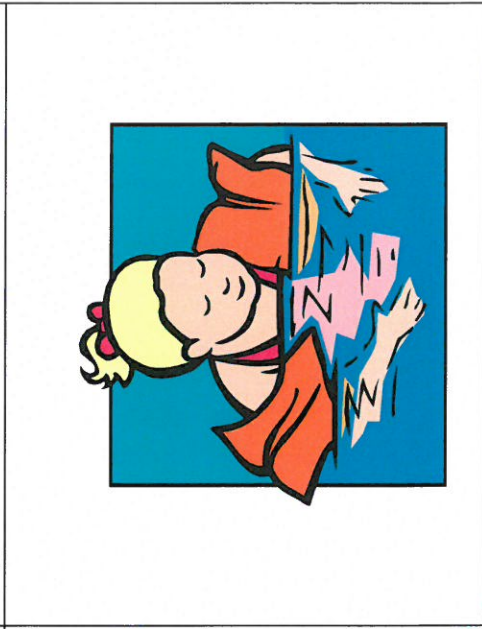
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$$\begin{array}{r} 22 \\ +4 \\ \hline 26 \end{array}$$

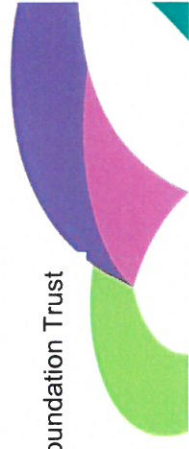


m at the end of words

Updated by Rona Gaffney 13.08.14

thumb, farm, worm, ham, sum, swim, lamb, palm, mum, comb, ice cream, jam

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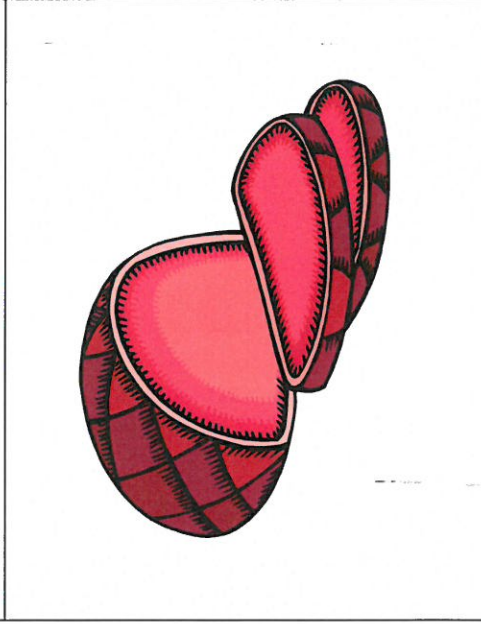
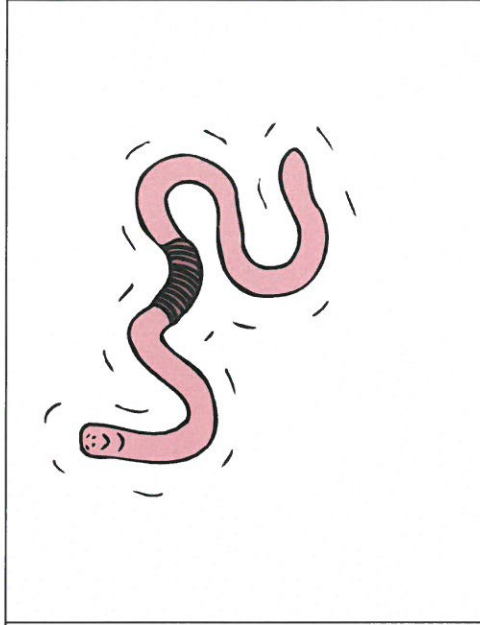
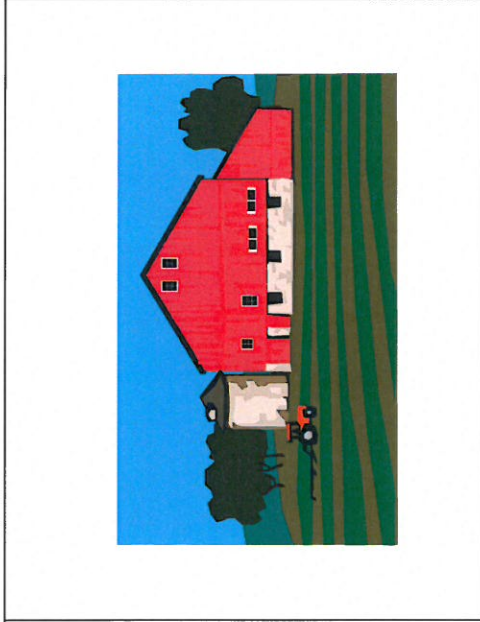
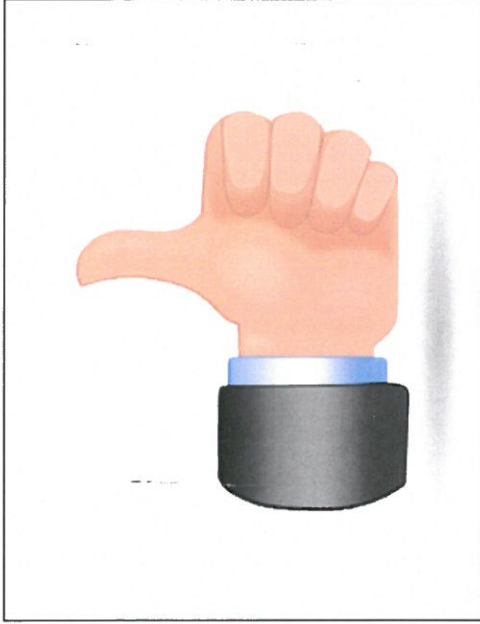




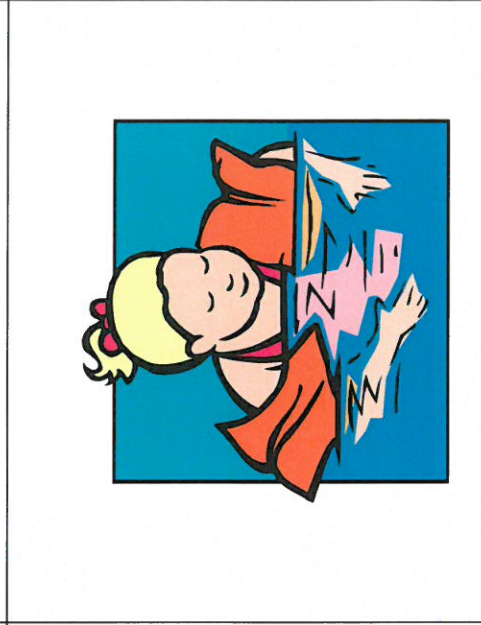
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$$\begin{array}{r} 22 \\ +4 \\ \hline 26 \end{array}$$

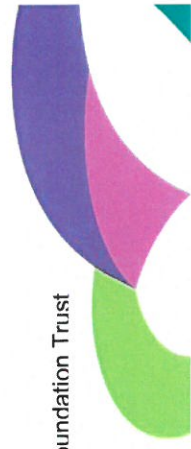
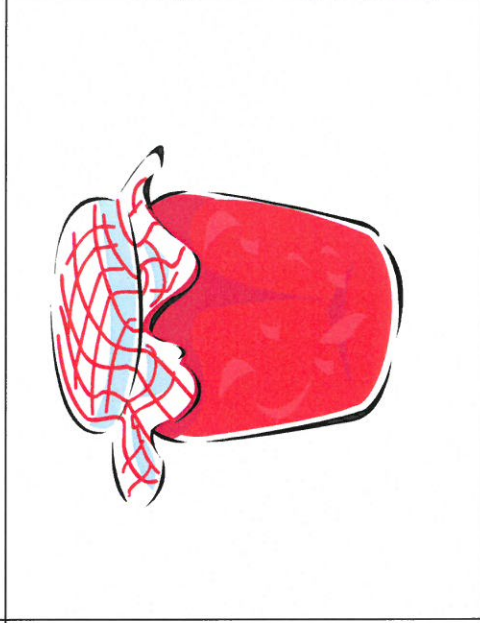
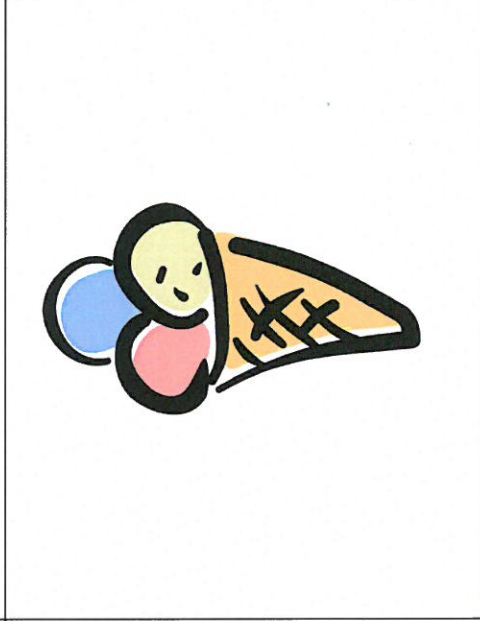
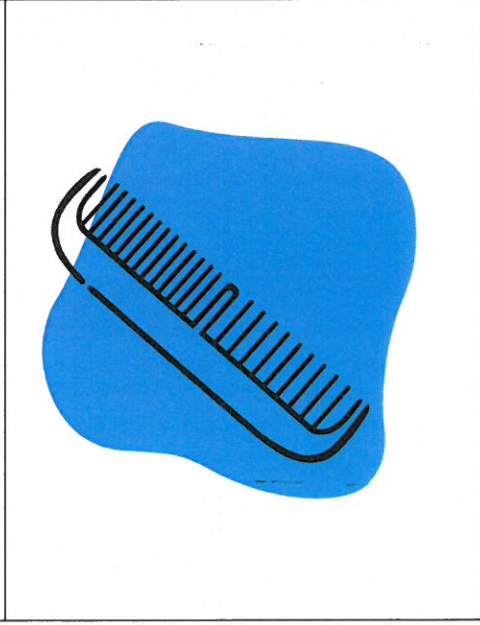
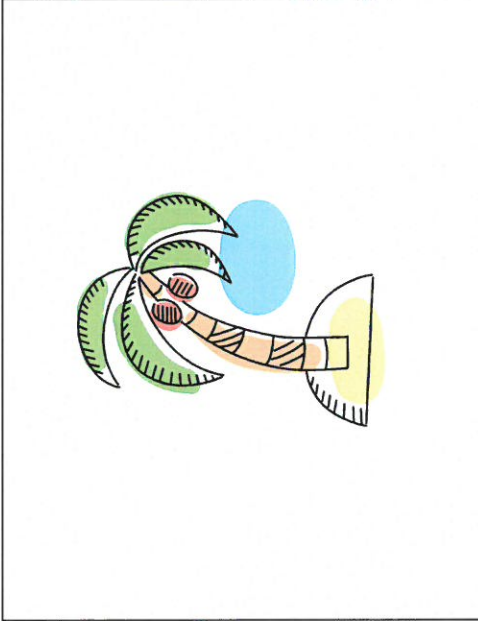
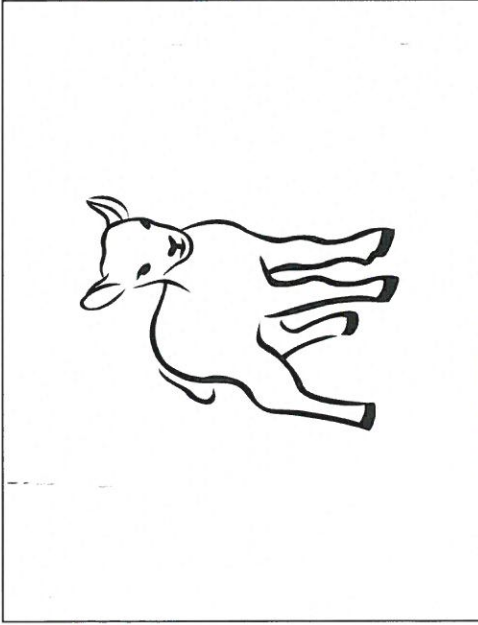




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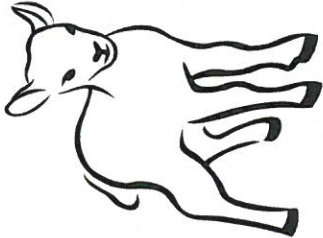
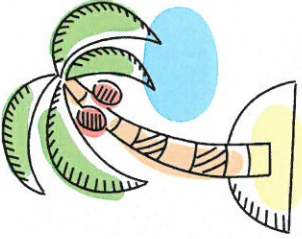

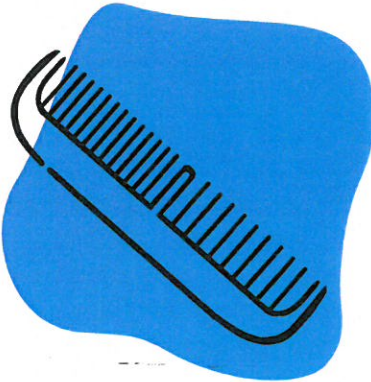
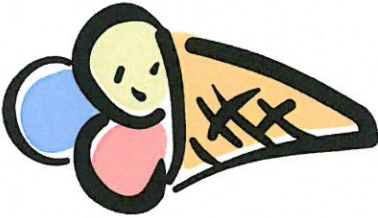
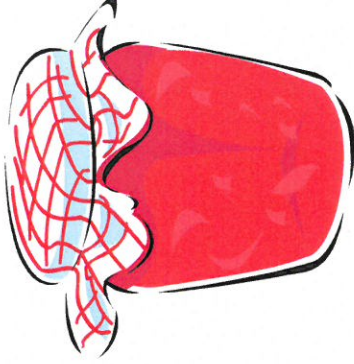




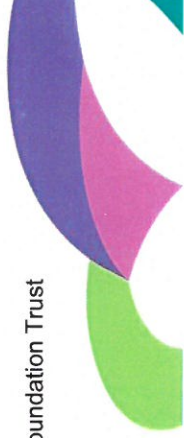
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Snakes Ladders



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.



						FINISH WELL DONE!	
Snakes and adders							
START	m at the end of words						
	Updated by Rona Gaffney 13.08.14						

gum, arm, drum, comb, plum, lamb, game, flame,



Things That Go Together

m at the end of words

comb – hair

dream – sleep

lamb – farm

swim – swimming pool

thumb – thimble

cream - strawberries

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

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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.



