



# Ontario Association for Families of Children with Communication Disorders OAFCCD

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## Learning While Playing

Board games are a wonderful opportunity for any child to learn while having fun. Always remember it is possible to modify a game to enable a child to become more involved with the game. All games encourage the use of appropriate turn taking, making choices and sequencing.

### Co-operative Games:

“Co-operative games, such as **Granny’s House** and **Harvest Time** by Family Pastimes, encourage players to work together as a team to overcome any obstacles they may encounter.” Children of different ages and abilities are able to play side by side, each making their best contribution. In these games, someone young or small can play with others older or bigger and not worry about being defeated.

#### **Granny’s House by Family Pastimes** (Recommended age 4-7 years)

“This is a co-operative adventure game designed so adults or older children can play together with younger children. **Granny’s House** is a game that stimulates thought and imagination in children.” This game encourages the use of critical thinking as the players have to solve problems on the way to **Granny’s House**.

#### **Harvest Time by Family Pastimes** (Recommended age 4-7 years)

“Children play this game together not against each other. Let them discover that playing together is the only way to win the game.” If they repeatedly lose by having some or all of the gardens not completely harvested, then point out to them that they must help each other more.

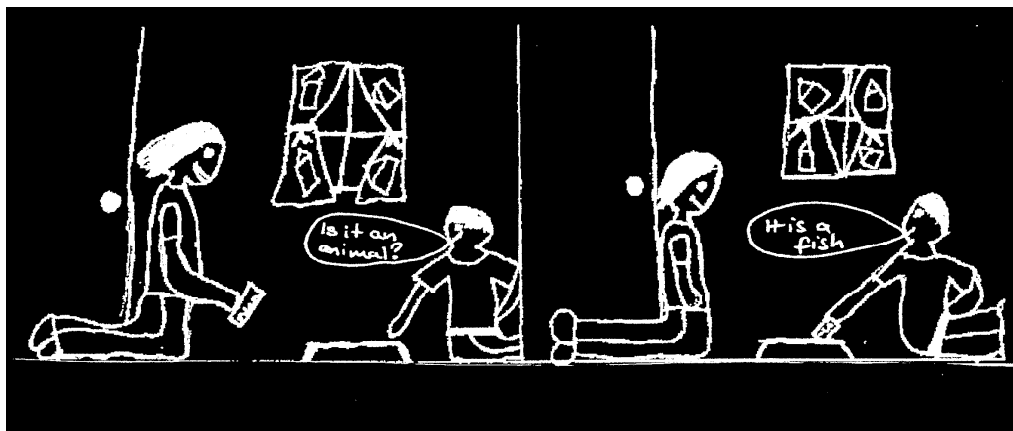
#### **Guess Who? by Milton Bradley** (Recommended age 6 years and up)

Two players try to be the first to guess their opponent’s mystery person. The focus on facial expressions assists social skills development and the need for information encourages the use of question formation, inferring (if he doesn’t have glasses, blond hair or blue eyes, it must be.....) and exclusion (if he has blue eyes I have to put down the ones who do not have blue eyes).

### **Original Memory Game by Milton Bradley**

(Recommended age 3-6 years)

The object of the game is to find the most pairs of matching picture cards. Great for vocabulary, matching (same-different) and categorization skills.



### **Secret Forest by GALT**

(Recommended age 4 years and up)

A guessing game for 2 to 6 players that will stimulate natural curiosity and develop logical reasoning skills as children ask questions and listen to clues in the answers. The 48 picture cards each feature an object from the board and before starting the game an adult should ensure that young children can name all the objects. Playing this game encourages vocabulary development, categorization, question formation, and inferring.

### **My First Lotto by GALT**

(Recommended age 3-6 years)

The object of First Lotto is to cover all the pictures on the playing boards with matching cards. A great game to develop vocabulary, matching skills and the same/different concepts. "Where" and "who" questions are naturally formulated as "where" the cards go and "who" has them is decided.

### **What's My Name?** by Ravensburger

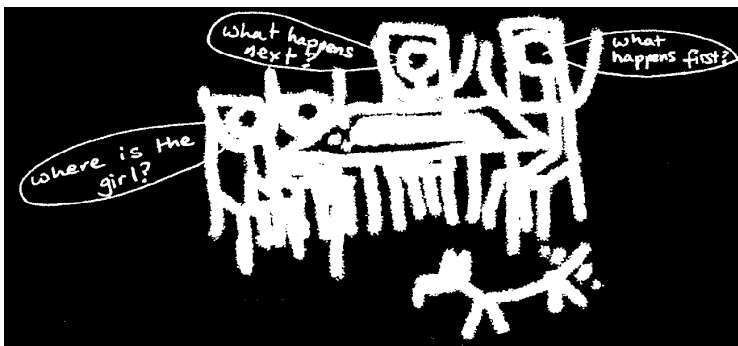
(Recommended age 6-10 years)

Object of the game: Players try to guess what the player who is "it" is describing. The first to correctly guess the object places a marker on it, and the first to correctly guess 5 objects wins the game.

### **What's Missing?** by Ravensburger

(Recommended age 4 years and up)

Object of the game is to remember the objects on the table and to work out which one is missing. This is a great observation and memory game. **Mix and Match** from Ravensburger (Recommended age 5-10 years)



This is a mixing and matching game of more than 50,000 comical characters. With imagination it can be used to develop vocabulary by associations (what goes with what) question forms, pronouns and matching.

### **Tell-A-Story** by Ravensburger

(Recommended age 4-8 years)

"Tell-a-story encourages children to develop their imagination and creativity as well as logical thinking and language skills. In this game there are many stories waiting to be discovered and told. Here's how: Each player tries to be the first to collect all five story cards about a single character. Then players arrange the cards to tell a story of their choice." This game stimulates imagination and sequencing.

**Living and Learning** sound lotto games include:

#### **Soundtracks**

(Recommended age 3-6 years)

#### **UNICEF Soundtracks**

(Recommended age 3-6 years)

#### **Animal Soundtracks**

(Recommended age 4-8 years)

Each player takes a picture board and nine tokens. The cassette is started and players listen carefully. When the player hears a sound made by an item on their board, they can cover the picture with a token. Playing these games will encourage vocabulary development, question formation and syntax development (The possessive ('s), plurals, auxiliary verb agreement and pronouns).

**Playing Board Games with your children has many advantages. It is fun and children thrive on the attention. Games require parents to stop rushing and attend to the child.**

**In addition, to the learning opportunities of playing the game, it gives everyone a chance to talk and share.**

**Source: Bernadette Robertson, Speech-Language Pathologist has developed this list of games** and identified the skills that parents can help their child develop. These games are generally found in stores such as Mastermind, Scholar's Choice and My Gifted Child. You can also check larger toy stores, such as Toys R Us, or in department stores.

*Illustrations by Stefan and Theresa Robertson*