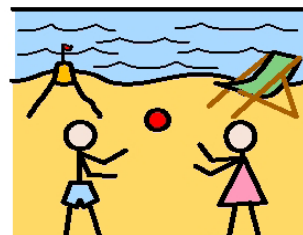


# 5.3 Seaside Sounds Quiz

Listen to and identify the sounds and correctly match them to the appropriate picture or symbol on your quiz sheet. Find the matching symbol button on your Talker and tell your Helper the selected answer to mark on your quiz sheet.



## Communication Aims

- Listening and identifying the sounds;
- Matching the sound to a symbol and then symbol matching on your Talker;
- Communicating an answer in a restricted time scale and keeping up with the game.

## How to Play:

### Who: At least two Players, each with a Helper.

- A Helper operates CD Player with sounds CD to play each sound in turn, 1 to 6;
- Each Player decides which sound they think they heard and communicates this to their Helper, using their Talker;
- The Helper then helps the Player to mark on the quiz sheet the number which matches the picture e.g. number 1 was the waves;
- Once all the sounds have been heard and answers recorded, the Players swap quiz sheets e.g. clockwise so that they can mark another Player's sheet;
- The Helper plays the sounds again and asks the Players to 'shout out' the answers;
- The Players mark the sheets and then hand them back to the correct Player;
- The Helper then asks who got the best score. Prizes or round of applause can be given.

### What you need:

- CD Player;
- CD with appropriate sound files (.wav) prepared, try [www.findsounds.com](http://www.findsounds.com);
- Quiz sheets with 6 symbol 'answers' on for marking;
- Felt tip pens for marking answers;
- Vocabulary page programmed into VOCA beforehand.

## Vocabulary

- *Ship's horn;*
- *Waves;*
- *Shark;*
- *Seagull;*
- *Ice cream van;*
- *I don't know;*
- *Can I hear it again.*

### Hints and Tips:

- Try to have the VOCA volume relatively low when the Player is communicating their answers to their Helper, so that they aren't giving them away to the rest of the group;
- Encourage the Player to ask to 'hear it again' if they are not sure or miss one of the sounds.

**Extension** - You could have more than 5 sea side sounds or make the sounds more tricky e.g. a seal, a jet ski. MP3s could also be used and one of the players could operate a switch operated MP3 player (see [www.inclusive.co.uk](http://www.inclusive.co.uk) and search for 'Inclusive MP3 player') to be the Quiz Master.

**Variation** - You could play this game using lots of other sets of sounds e.g. Halloween-spooky sounds, Christmas-festive sounds, farmyard sounds, school sounds, transport sounds etc.