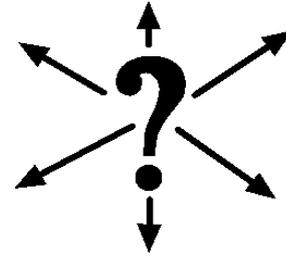


1.5 Where does it belong?

This is a type of 'quick quiz' that can fill a little gap in classroom proceedings, and provide some practice and reinforcement of concepts and vocabulary. It is useful for Players with Talkers that have access to a large vocabulary but perhaps little chance to explore and master it all. The Helper names an object or activity, and the Player with the Talker responds by saying where that would normally be found. E.g. fork = kitchen; sleeping = bedroom.



Communication Aims

- Practise a set of vocabulary items from a specific category/section;
- Develop some 'world knowledge' (and associated vocabulary) around a particular concept;
- Navigate to, locate and fluently use relevant vocabulary in the Talker.

How to Play:

Who: Player with Talker, with adult Helper/older pupil buddy as a partner.

- Discuss with Player and get him/her to choose the category to be used;
- If, for example, the category is 'Rooms in the House', ask the Player to navigate to that page (help him/her to get there if necessary and practise the path, so he/she can later repeat the navigation path independently);
- Quickly revise the concept and each symbol/vocabulary item on the page, if necessary, before starting the quiz;
- The Helper or partner holds up a picture and/or says the name of an item, then 'where does it belong?' (or 'where does it go?') and the Player with the Talker responds by saying where that item would normally be found. E.g. for Rooms in the House: fork = kitchen; pillow = bedroom; toothbrush = bathroom;
- Keep a score. The game finishes when 10 items have been correctly 'placed'.

What You Need:

- A set of picture cards (or a series of pictures on a computer screen that you've downloaded from Google Images earlier).
- Appropriate topic vocabulary pages e.g. Rooms in the house, Parts of the Body, Places I Go, Transport etc. on the Player's Talker;
- Paper to note score, draw or stick stars etc.

Vocabulary

- Use what's already in the Talker;
- If necessary, guide the Player to the appropriate page before starting the quiz.

Hints and tips

- If the Player does not seem to recognise a vocabulary item or a location, try using synonym or add an explanation. E.g. sitting room/lounge/living room/front room etc;
- Some items may lend themselves to gestural or signed 'clues' if necessary;
- NB. Some items may have more than one correct answer (e.g. Television may go in more or less any room in a house);
- Some concepts might allow for use of verbs and activities rather than nouns/things- which is good practice;
- Keep a record of which concepts & categories you've covered, and keep trying to extend to new ones.

If you run out of ideas, you can move towards more of a 'word association' type of quiz, see below re Sports.)

Variations -

- Work your way through a variety of concept categories on different occasions;
- Parts of the Body – socks/feet; hat/head; gloves/hand etc;
- Parts of the Body (activities) – thinking/head; blinking/eyes; chewing/teeth or mouth; jumping/legs; etc;
- Transport – wheels/car (or bus, bike etc.); pedals/bike; wings/plane; sail/boat etc;
- Places I go – trolley/supermarket; petrol pump/garage; ticket machine/cinema (or bus, etc.); bench/park; table/café, etc;
- Animals – scales/fish; fur/dog, cat, lion etc.; feathers/bird; collar/dog; claws/cat; beak/bird, etc;
- Sports - ball/football, rugby etc.; racquet/tennis; club/golf.