

Superhero Body Parts

Following Instructions Word Game

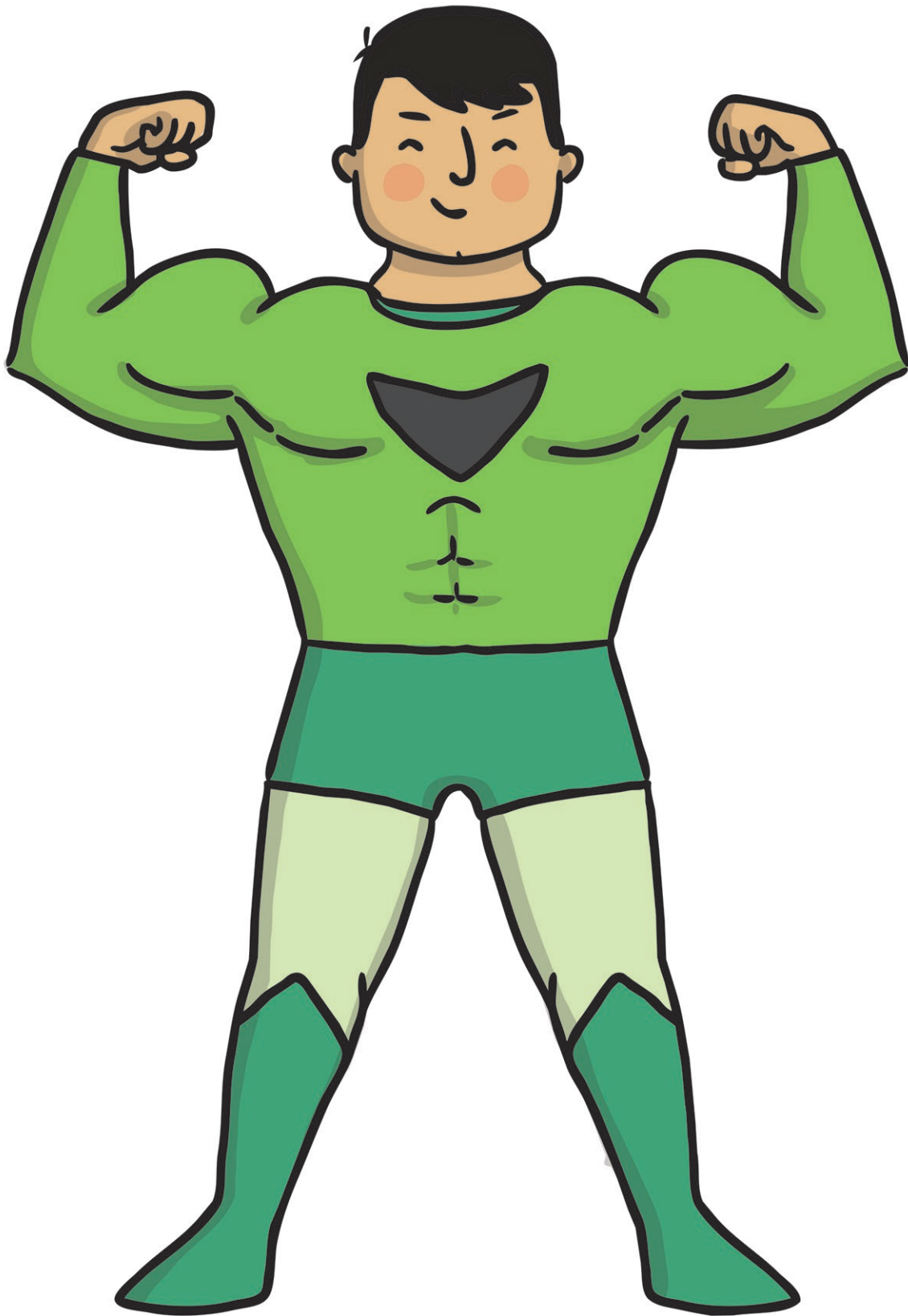
Two Information Carrying Words

These games use the idea of 'information carrying words'. These are the words in the sentence the child must listen to, without additional contextual clues, to understand the sentence. Clues that could be inadvertently given include e.g. looking at the item, pointing, etc. They are split into differing levels, with some examples of instructions to give. Vary the instructions when you play the games and include silly instructions, as they may become part of a routine. These games are suitable for language/attention and listening activities, and can be adapted in any way e.g. in a small group for turn taking and listening. They may also be used by speech and language therapists as part of an informal assessment or therapy game.

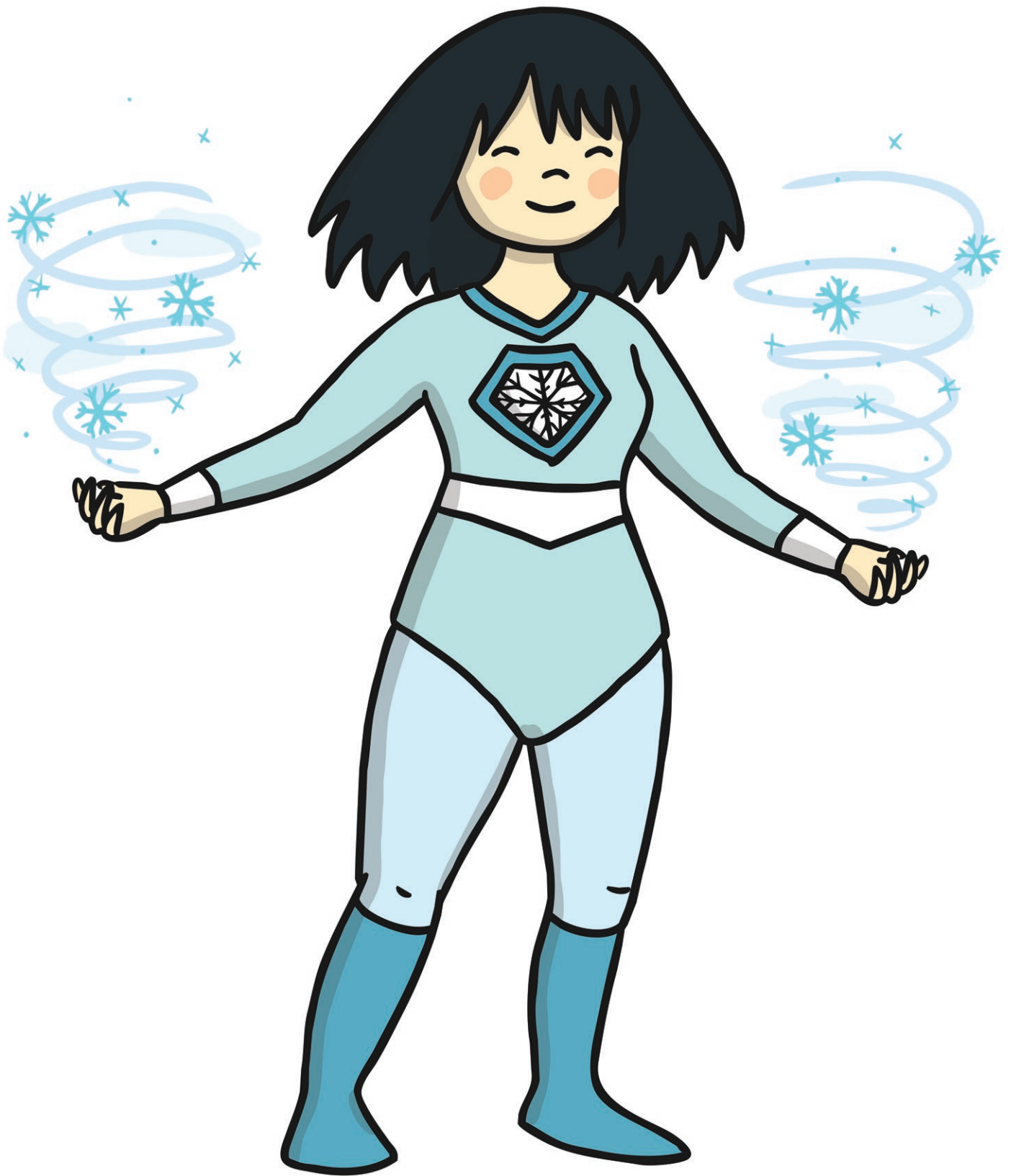
The games can be laminated, with Velcro added so that the children can stick the items on. In addition to this game, the instructions can be used with toys/objects in the classroom or during play.

This game uses instructions with two information carrying words, introducing a variety of nouns. Play items can also be used.

Superhero



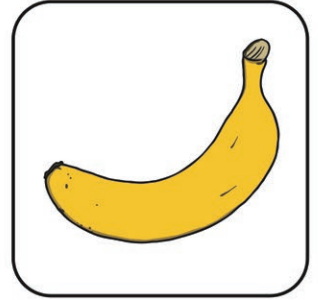
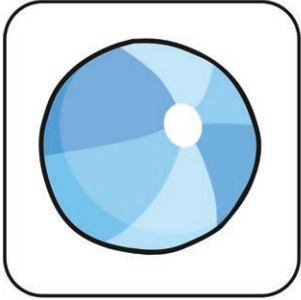
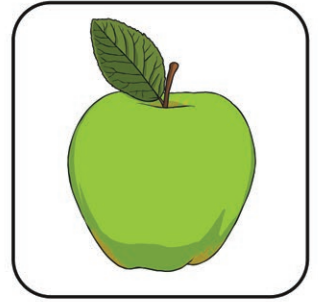
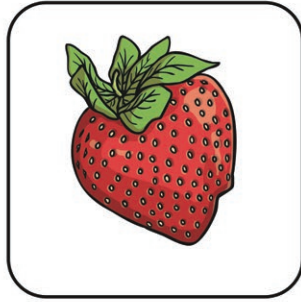
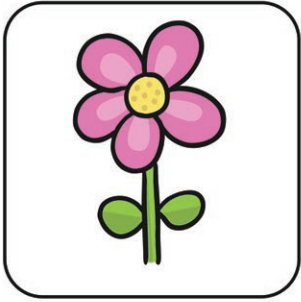
Superhero



Superhero



Superhero Body Parts Following Instructions Word Game



Put the **flower** on the superhero's **arm**.

Put the **ball** on the superhero's **head**.

Put the **banana** on the superhero's **hand**.

Put the **strawberry** on the superhero's **leg**.

Put the **pen** on the superhero's **foot**.

Put the **spoon** on the superhero's **face**.

Put the **cake** on the superhero's **tummy**.

Put the **lollipop** on the superhero's **mouth**.

Put the **book** on the superhero's **tummy**.

Put the **bottle** on the superhero's **foot**.