SPARK: Simple Play Adaptations to Reference for Kids

Building Language Lotto

(Object Communication Kit – EC COE)

Description:	Image:
Objects can be used to represent activities, places, and people. Examples include: textures (i.e., piece of carpet, blanket, wood, plastic), miniatures, pieces of the real object, and objects that are exactly the same as those being used. Building Language Lotto game helps children recognize and name everyday words…and build classification skills as they play. The game features 36 relatable manipulatives (miniature objects that match the pictures on activity cards plus 6 big activity cards (Around the House, Things That Go, Things We Wear, Foods We Eat, and Under the Sea) that provide 2 levels of play. Cards measure 8" x 10".	 Purchasing Information

Who Might Benefit?

Those who…

- Need experience matching objects to pictures.
- Are learning to categorize by attributes.

Why Use?

Provides an opportunity to…

- Develop object/word relationships.
- Build skills like classification, sequencing, function, opposites and comparatives.
- Play games.
- Sort by category.

Instructions for Use:	Adaptation Ideas:
• Beginner Level: Beginners can match manipulatives to corresponding photos on their game cards. • Place the 3D objects and the activity cards face down.	Optional Additional Materials/Supplies • Velcro • Duct tape

- Players take turns turning over one object and one activity card.
- If the object matches the image on the card, the player takes the card and object.
- If the object doesn't match, the player flips the card and object back over and the next player takes a turn.
- The first player to match all the objects on their activity card wins.
- Advanced Level: More experienced children can flip the cards over, matching objects to each category without picture clues.
- Place the 3D objects and the flipped-over activity cards face down.
- Players take turns turning over one object and one activity card.
- If the object matches the category on the card (without the image), the player takes the card and object.
- If the object doesn't match, they flip the card and object back over and the next player takes a turn.
- The first player to match all the objects on their activity card wins.

Environmental Considerations

- Building Language Lotto can be played in any environment appropriate for playing board games.

Positioning

- The Building Language Lotto game would work best played on a flat surface.
- A child could play the game sitting, standing, or in prone (Tummy Time) position.

Alternate Positioning

- Tangible Object Cards could also be used on a slant board to improve physical and/or visual access of the device to the child.

Basic Play/Use

- Building Language Lotto can provide a child with experience relating an object to a symbol, which is an important building block to understanding how language works.

Build It Up

- Duct tape can be used to create a raised border around the edge of the game cards for easy gripping.

Stabilize It

- Hook and loop Velcro could be used on the game cards and objects so the objects could be fastened to the spaces on the game cards.

Simplify It

- The number of game cards and objects presented to the child at one time can be limited initially and increased over time.

Add Sensory Cues

- Cards and /or objects could be displayed on a high contrast background.

Communication and Support

- Consider using/modeling game related comments using a communication board.

Alternative Uses

- Objects could be sorted by various attributes without the game cars.
- Vocabulary Building: Use pictures or symbols to represent different objects, actions, or concepts.
- Expressive Language: Use the board to practice making requests or describing things.

DIY Alternatives

- DIY Lotto game example.

• It is important to note that young children need intentional and consistent opportunities to be exposed to, provided specific instruction in, and learn how to use a communication system. In particular, children need to develop the ability to understand that a particular symbol (e.g. real object, photo, line drawing, etc.) represents an action or object and that their use of that symbol is respected by their communication partner so that successful and effective communication can develop. • NOTE: Research has shown that early use of an alternative communication system does not impact a child's ability to develop oral speech later and will actually often help to enhance development of oral speech. Extended Play/Use • Lotto game can be played alone, or with up to six children.	

Additional Considerations:

- WARNING: CHOKING HAZARD - Small parts. Not for children under 3 years.

Additional Resources

Object Communication Fact Sheet

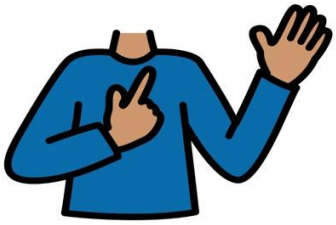
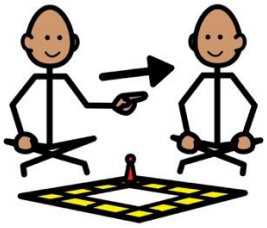
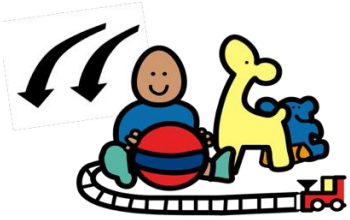
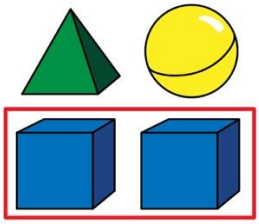
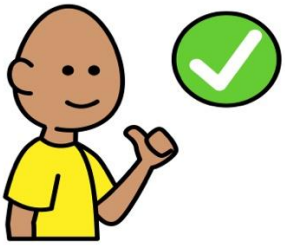
Communication and the Use of Tangible Symbols

Ohio Early Learning Standards

LL: Language and Communication. Develops and expands understanding of vocabulary and concepts (1b.).

Depending on the activities supported by the AAC device a wide range of Early Learning Standards could be impacted.

Words to Encourage Play/Use

My turn 	Your turn 	Try again 
Turn it over 	I win 	You win 
Play again 	This is fun 	Can you find the match? 
All done 		

Adapted from: Haugen's Modes for Adapting Toys based on materials from the "Let's Play" Project at the University of Buffalo

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