Improving Health and Wellbeing

Humber NHS
NHS Foundation Trust

Pack for the sound 'ng' in the middle of words

This pack should only be used under the guidance of a Speech and Language Therapist

Original Concepts by Speech and Language Therapists in Hull and East Yorkshire
Updated by Rona Gaffney 2015

© Speech and Language Therapy, Humber NHS Foundation Trust

Improving Health and Wellbeing

Humber NHS
NHS Foundation Trust

Name: *School:*		D.O.B:		
Overall aim(s)	*Where am I now?*	What will I achieve?	Outcome	Actual Outcome
To help the child improve their speech production skills to their full potential	The child is not using 'ng' in the middle of of words in their speech	The child will be able to produce 'ng' correctly in the middle of words in sentences during structured therapy activities 80% of the time.		
Therapy package: Targets will be reviewed as agreed with the speech and language therapist	Timescale: As agreed with the speech and language therapist	Factors contributing to outcome: Commitment from adults working with the child and regularity of practice.		

Please work through the following activities. If you have any questions or feel that the targets have been achieved, please contact the speech and language therapist.

© Speech and Language Therapy, Humber NHS Foundation Trust

Improving Health and Wellbeing

Humber NHS
NHS Foundation Trust

Pyramid Game

How to play:

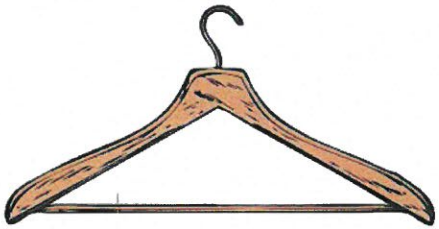
- Start at the bottom of the pyramid, ask the child to say the sound correctly three times, the child can colour in each box they produce correctly.
- If the child is able to produce the sound 3 times, then they may move onto the next square
- Continue the game until they reach the top of the pyramid

Created by Roxanne Parr 2015

© Speech & Language Therapy, Humber NHS Foundation Trust

Improving Health and Wellbeing

Humber NHS
NHS Foundation Trust



ng

ng

ng

ng

ng

ng

Created by Roxanne Parr 2015

© Speech & Language Therapy, Humber NHS Foundation Trust

Duckling Game

You will need:

- Pond with bridge on
- Duck (cut out)
- Phonics cards for vowels (e.g. Jolly Phonics, Read Write Inc)

How to play:

- Place a vowel card in the space on each side of the 'ng' on the bridge
- Place the duck at one side of the bridge
- Every time the child says the three sounds correctly the duck moves forward one space across the bridge
- If the child gets a sound wrong, the duck will need to go back one space
- Once the child has reached the end of the bridge and the duck is safely at the other side, the game is completed.

Created by Roxanne Parr .2015

© Speech & Language Therapy, Humber NHS Foundation Trust

ng

ng

ng

ng

ng

ng

ng

ng

Created by Roxanne Parr 2015

© Speech & Language Therapy, Humber NHS Foundation Trust

Lotto Game

Each player has a lotto board.

Spread the cards out on the table with the pictures face down so you can't see them.

Take it in turns to choose a card.

Say what the picture is, remembering to use your special sound.

Match the picture to the correct lotto board.

The winner is the player who gets all the pictures on their board first.

This game can be played at 3 levels of difficulty (see below). Ask your therapist at which level to play the game.

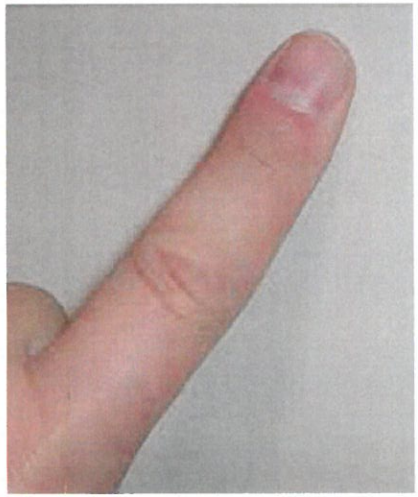
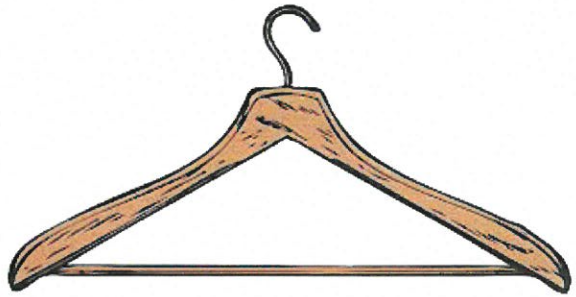
LEVEL 1 – (SINGLE WORDS) Say the words – as above.

LEVEL 2 – (TARGET WORDS IN PHRASES) Say the target word in this set phrase "I've got the ……"

LEVEL 3 – (TARGET WORDS IN SENTENCES) Say the target word in your own sentence.

Updated by Rona Gaffney 2015

© Speech & Language Therapy, Humber NHS Foundation Trust

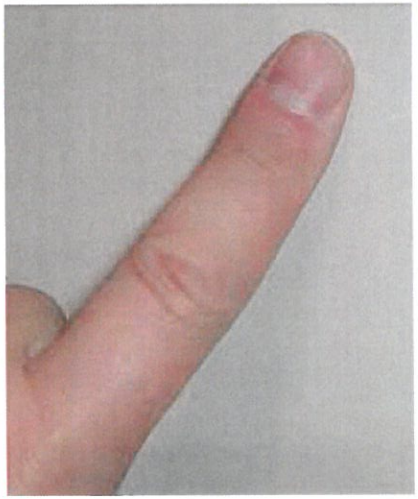
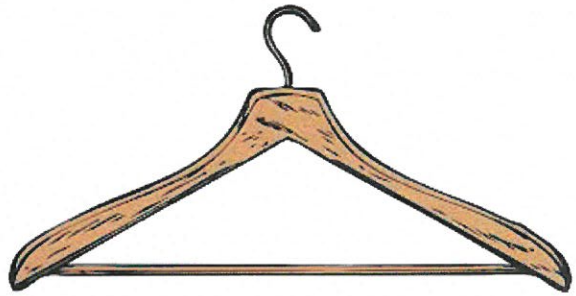
		
		

ng in the middle of words

Created by Rona Gaffney 2015

Words used: finger, jungle, singer, Tango, angry, hanger

© Speech & Language Therapy, Humber NHS Foundation Trust

ng in the middle of words

Created by Rona Gaffney 2015

Words used: finger, jungle, singer, Tango, angry, hanger

© Speech & Language Therapy, Humber NHS Foundation Trust

Improving Health and Wellbeing

Humber NHS
NHS Foundation Trust

Snakes Ladders

Things you'll need:

- **Snakes and Ladders board**
- **A Dice**
- **One marker per player (e.g. a counter, a plastic coin)**
- **2 or more people**

How to play Snakes and Ladders!

- **Place the counters on the board on the START square.**
- **Each player takes it in turns to roll the dice.**
- **Move your counter the number of squares the dice shows,**
- **When you get to a square, say the word using good speech**
- **Continue until a player reaches the FINISH square.**

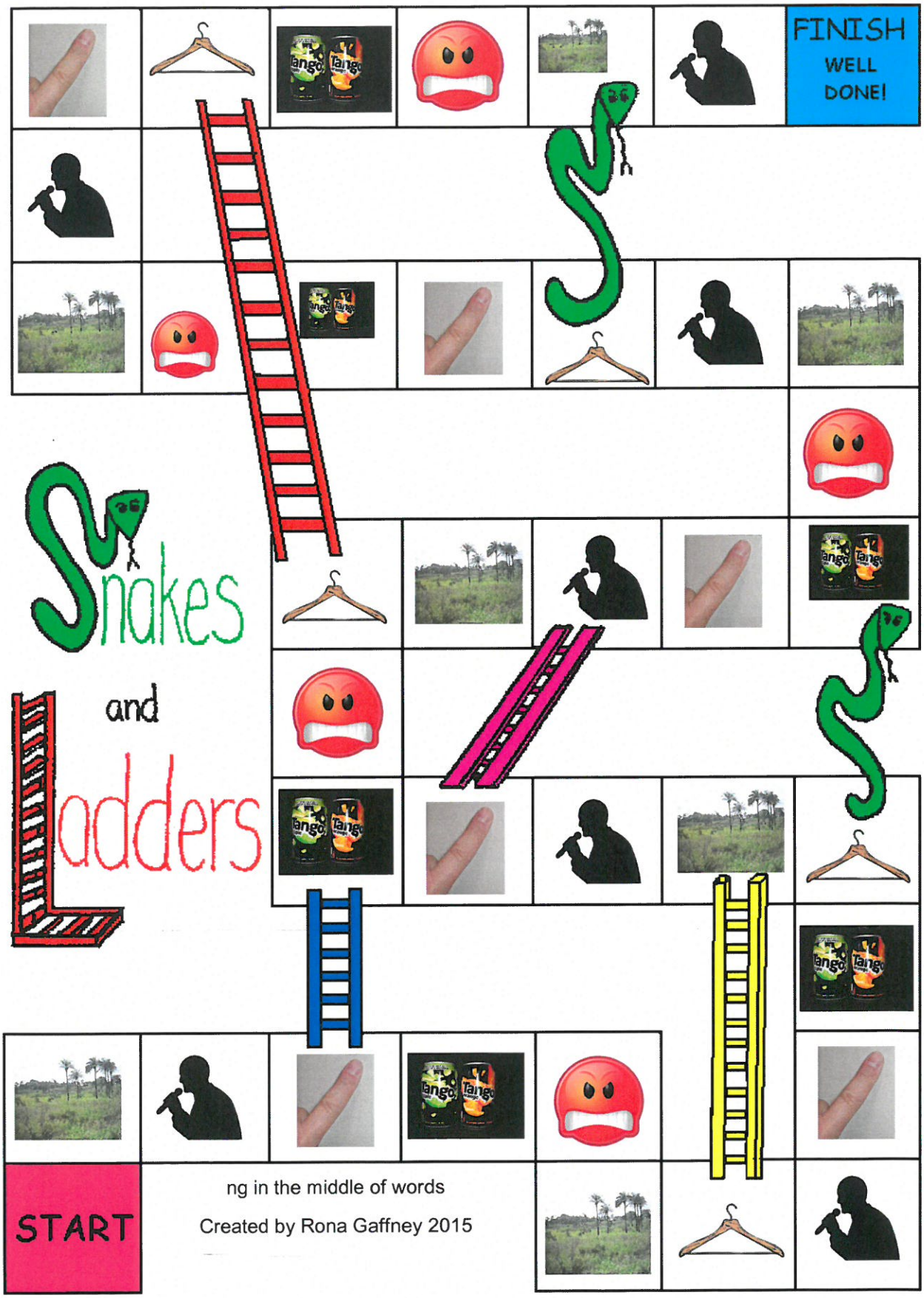
Ladder: If you land at the bottom of a ladder, move up to the square at the top of the ladder. Continue from there.

Snake: If you land on the snake's head, move down the board to the snake's tail and continue from there.

© Speech & Language Therapy, Humber NHS Foundation Trust

Improving Health and Wellbeing

Humber NHS
NHS Foundation Trust



ng in the middle of words

Created by Rona Gaffney 2015

jungle, singer, finger, Tango, angry, hanger

© Speech & Language Therapy, Humber NHS Foundation Trust

Improving Health and Wellbeing

Humber NHS
NHS Foundation Trust

Things That Go Together

ng in the middle of words

finger – ring
jungle – elephant
singer – music
hanger - coat

Created by Rona Gaffney 2015

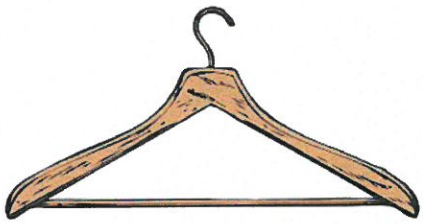
© Speech and Language Therapy, Humber NHS Foundation Trust

How To Play

- Cut out the pictures and spread them out face down on the table.
- Take it in turns to choose 2 pictures.
- Try to find 2 pictures that go together e.g. knife and fork.
- If the pictures go together say "..... and ..... go together."
- If the pictures don't go together say " ..... and ..... do not go together."
- Try to remember where the pictures are that may go together.
- Continue taking turns until all the pictures have been won.
- The winner is the one with the most pictures.

© Speech and Language Therapy, Humber NHS Foundation Trust

© Speech and Language Therapy, Humber NHS Foundation Trust

© Speech and Language Therapy, Humber NHS Foundation Trust