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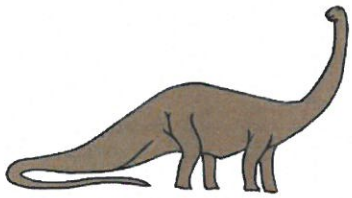
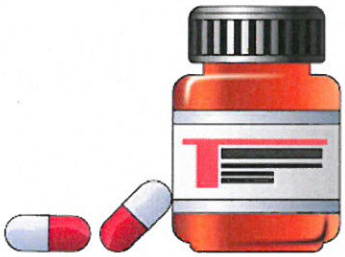
Pack for the sound 's' in the middle of words





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

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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 's' in the middle of of words in their speech	The child will be able to produce 's' 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.

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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

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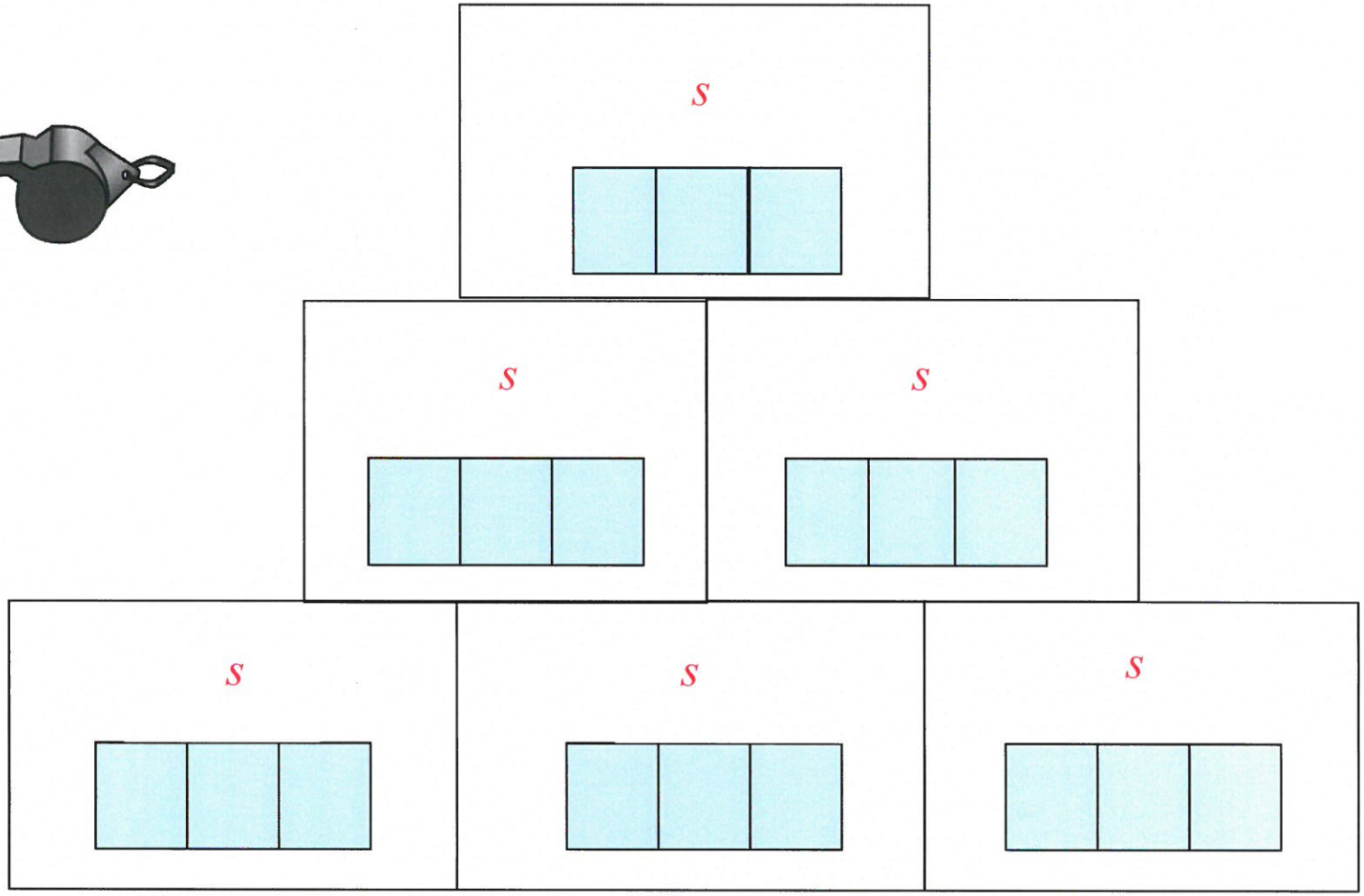

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Duckling Game

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 's' 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.

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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.

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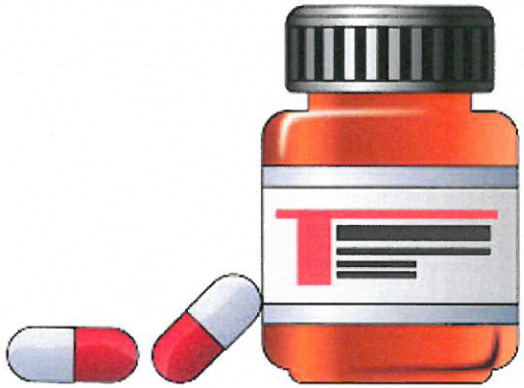

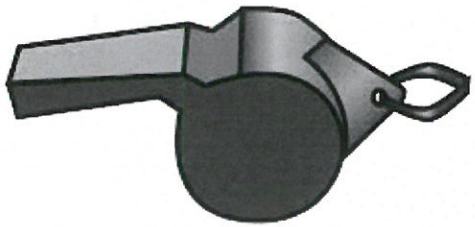

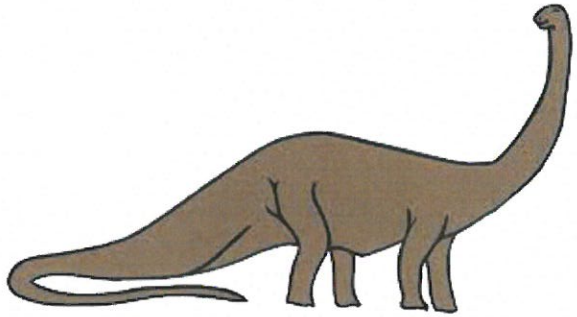

s in the middle of words

Created by Rona Gaffney 2015

Words used: grasshopper, medicine, glasses, whistle, dinosaur, dancer

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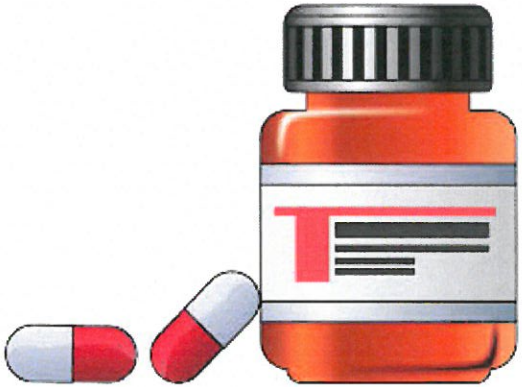

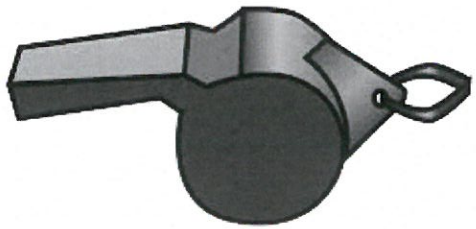

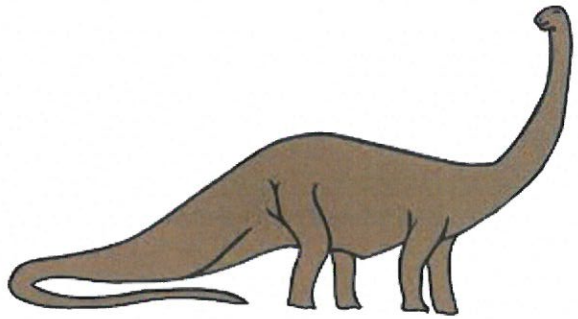

s in the middle of words

Created by Rona Gaffney 2015

Words used: grasshopper, medicine, glasses, whistle, dinosaur, dancer

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Rocket Jigsaw

YOU WILL NEED A DICE TO PLAY THIS GAME

Cut out the Rocket pieces with numbers on.

Each player is given a rocket board with various pictures beginning or ending with your child's target sound.

Take it in turns to shake the dice and find the correct rocket piece with that number on.

Place the rocket piece in the correct place on your rocket board and say the picture you are covering over.

Remember to use your target sound.

The winner is the player who covers all their pictures over 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 you cover over – 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.

Designed by Olla Splitt 2009
Updated by Rona Gaffney 2015

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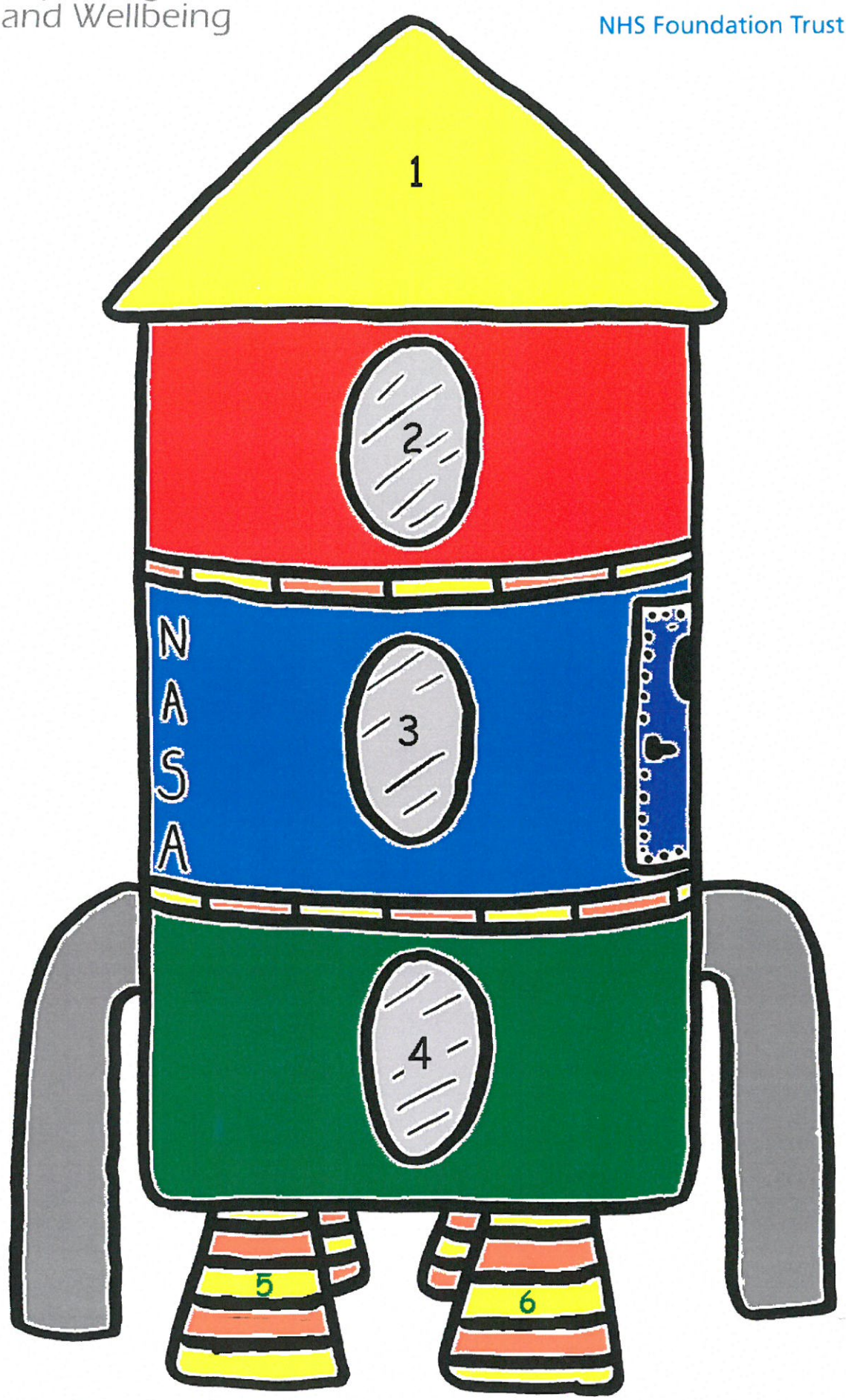

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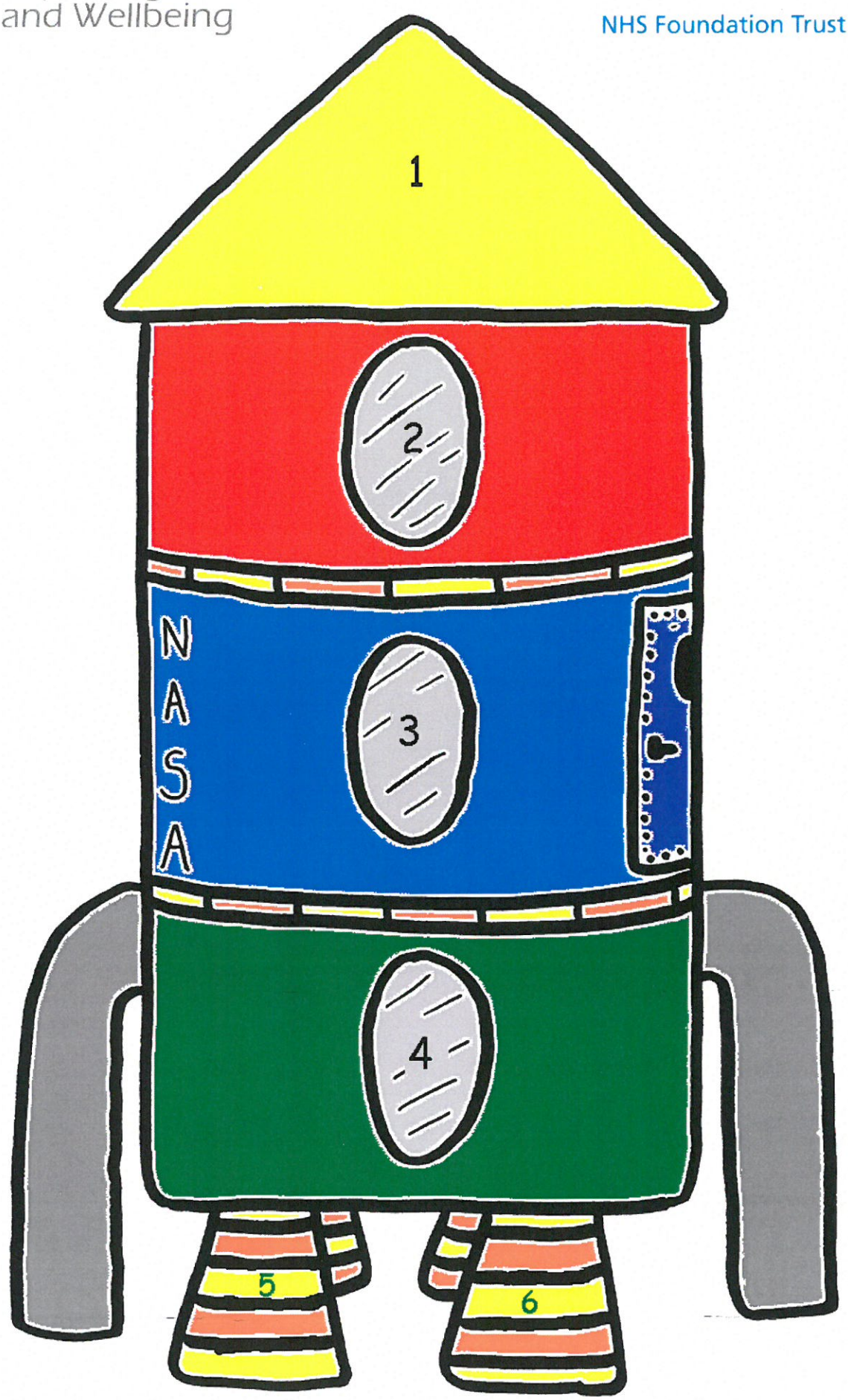

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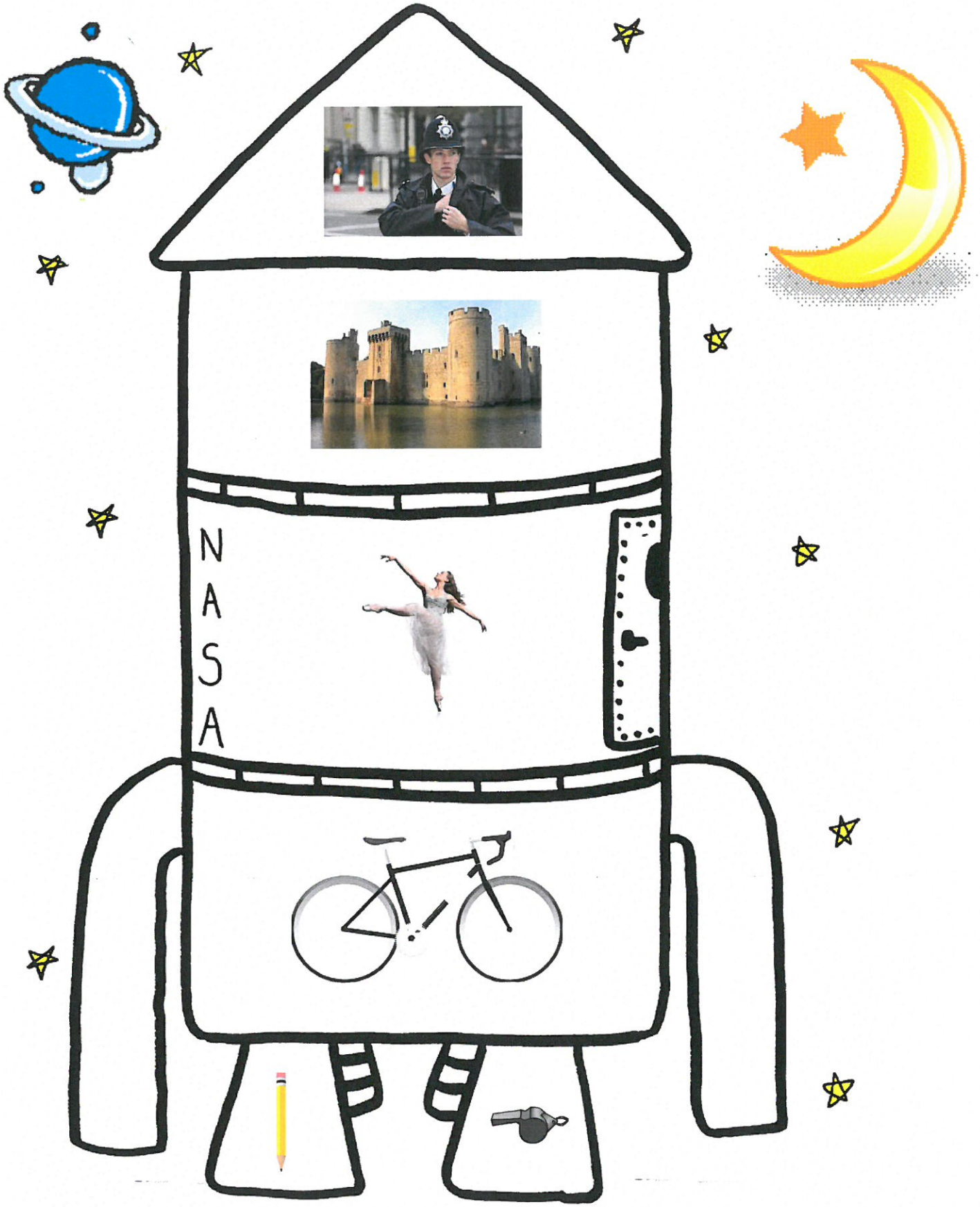

Designed by: Olla Splitt 2009
Updated by Rona Gaffney 2015

policeman, castle, dancer, bicycle, pencil, whistle

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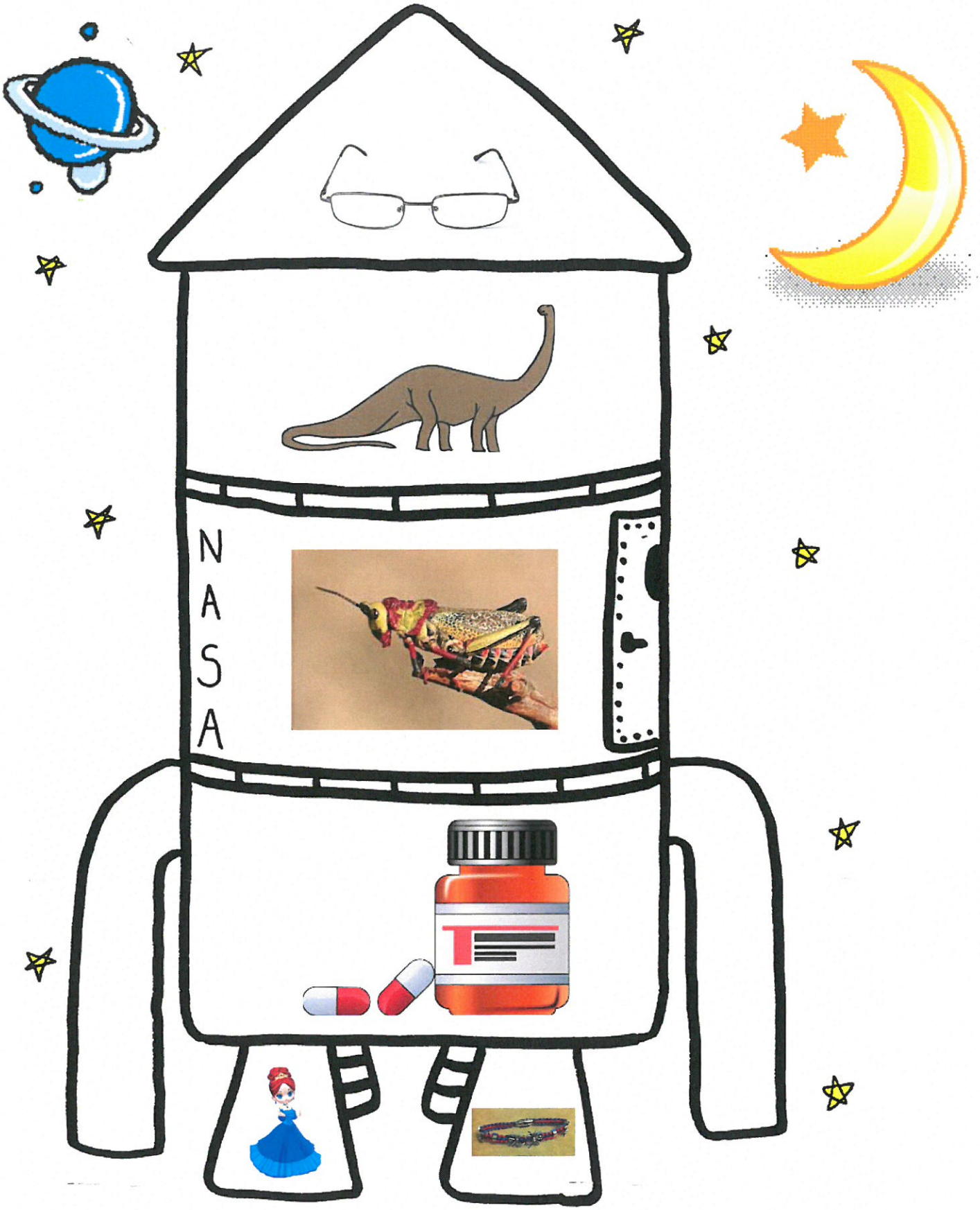

glasses, dinosaur, insect, medicine, princess, bracelet

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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.

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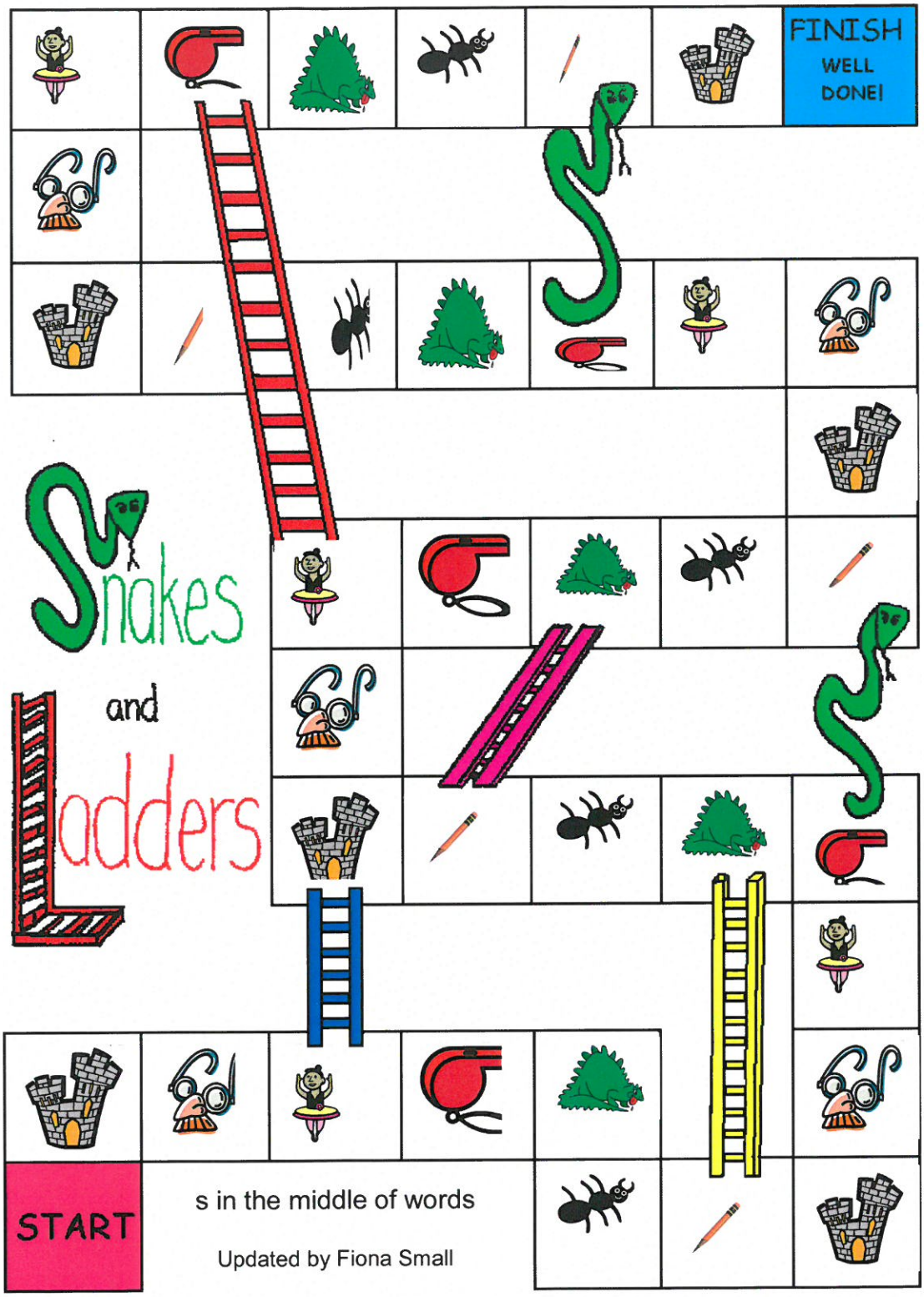

castle, glasses, dancer, whistle, dinosaur, insect, pencil

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Things That Go Together

s in the middle of words

pencil – paper
bicycle – bell
whistle – referee
policeman – burglar
castle – king
dancer - stage

Original concept by Helen Jones/Marie Ostler July 1996
Updated by Rona Gaffney 2015

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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.

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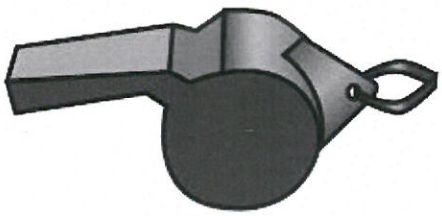	

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