

In the spirit of the upcoming holiday season, the Milton Public Schools Speech Language Pathologists have compiled a list of fun interactive games that work on vocabulary and language skills. Try some out with your family or use them as inspiration for those on your gift-giving list.

- **Scattergories Junior:** Teams work to come up with different members of different categories (ie. sports, desserts, winter clothes). The twist is that each thing you name has to start with a certain letter. This game works on our understanding of categories and how words go together.
- **5 Second Rule Junior:** In this fast-paced game, your job is to name three items of a given category in just five seconds. This game works on our understanding of categories, word associations, and thinking on your toes!
- **Headbanz:** Every player has a picture on their forehead that they cannot see. Your job is to guess what is on your head by asking yes/no questions. This game works on our understandings of categories and item features.
 - Alternative play: Instead of asking and answering questions, players can instead describe the pictures to each other. For instance, provide a description such as, “You are a type of transportation that travels in the sky.”
- **Heads Up:** This is a smartphone app that is very similar to Headbanz. Players hold the phone up to their forehead and a word is displayed. The other players have to describe this word in order to get the player whose turn it is to guess the word correctly.
 - Alternative play: You can also use gestures/act it out to get the player to guess the correct word. The app has a feature that video tapes the players acting it out, too, which can be fun.
 - Note: some decks are easier than others. I like the Animals deck and the Just for Kids decks.
- **Apples to Apples Junior:** In each round of this game, a judge puts down a green (adjective) card. All the other players play a red (noun) card that “goes with” the adjective word on the green card. The judge decides which red card is the best. The person who put down that card wins the round. This game works on word associations and parts of speech. Clever players think about the judge’s personality and perspective when putting down a card, too.

- **Alternative:** Add in this fun element - each player must make an argument as to why their red card is the best match. This adds in work with creating clear arguments, reasoning, sentence formulation, and public speaking,.
- **Taboo:** Your job is to get your team to guess a certain word by giving clues and describing the word on the card. The twist is that there is also a list of 'taboo' words that you cannot use in your description.
 - **Alternative:** Instead of worrying about the 'taboo' words, use them to help you in your descriptions. As you get better at formulating good descriptions, then try playing the true way where you cannot say the 'taboo' words.
- **Guess Who?:** Try to guess which character card your opponent has by asking yes/no questions. This game works on vocabulary, item features, asking questions, and process of elimination.
- **Blurt:** This game works on listening skills and vocabulary. Listen to a description of a word and "blurt" out the correct word. If you're the first one to blurt it, you advance on the gameboard. The first player to make it around the board wins!
- **Bubble Talk:** Match funny or very silly pictures with funny captions. This helps children try to figure out the best title for pictures. Practice creating grammatically-correct sentences and explaining why something happened while also getting a good laugh!
 - **Alert** - unfortunately some pictures and captions are not ok for all ages, and an adult should pull pictures and captions before your child plays the game.
- **Rhyme Out:** Players take turns drawing cards from the box and reading three clues aloud. The other players try to be the first to answer with three rhyming words that match the clues.

Have fun and Happy Holidays!