

BARRIER GAMES

This game is to be played in pairs. Each person is given a picture and both pictures are identical apart from the fact that one of them has items coloured in and one does not. The object is to get the pupil to give a clear explanation to his/her partner (initially LSA, but later, preferably, another child) so that he/she can carry out the instruction to make both pictures look exactly the same.

One pupil will have the coloured page and his/her partner the uncoloured page, and they will sit opposite each other separated by a screen (e.g., privacy screen, box lid, etc.) so that they can't see each other's page. No peeping or pointing allowed.

The pupil gives instructions to his/her partner, e.g., *Colour the sad girl's shoes green; The boy at the back has orange hair.*

If his/her instructions aren't clear enough, avoid asking a direct question, but give him/her feedback that you are confused, e.g., *There are three boys, I don't know which one you mean.*

At the end compare pictures. If they don't match, discuss how he/she could have given the instruction to make it clearer.

You can change roles so that the child has to follow instructions. Include one or two ambiguous instructions so that she has to ask for clarification.

Use pictures related to class topics.

If you don't want the pupils to colour the pictures, instead you could use different-coloured stickers, e.g., *put the red sticker on the big house.*

Adjust the complexity of the task according to the language levels of the child. Choose pictures requiring very simple instructions, e.g., *Colour the dog red*, or relatively complex ones, e.g., *Colour the **big** dog **under** the table **dark** blue.* (Refer to SALT targets.)