

How To... Use Games to Develop Language



Give praise...

'Good waiting'

Take turns and talk about

"who's turn is next?"

Describe things...

"big"

"little"

Talk about what's happening...

"Wow, the car is going really fast"

"The ball rolled off the table"

"This is fun"

"Oh no"



Give directions about what to do...

"go up"

"go down"

Mark the start of the game/turn...

"Ready...Steady...GO"

Offer choices...

"Do you want the blue or red counter?"