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Activities for Clubs to Support Social Skills within Context

Universal Strategies and Ideas to support SLCN

Bi-Borough SLT Levels of Support

The Bi-Borough School Aged Speech, Language and Communication Local Offer is provided through Central London Community Healthcare (CLCH) NHS Trust and the Bi-Borough Inclusion Service. The Whole System Approach works at a universal, targeted and specialist level, providing training and guidance to professionals and parents at all levels to identify and meet the needs of school aged children.

A child/young person may receive several packages from different levels at the same time, with specialist level interventions based on their need at a given moment in time.

Supporting Social Skills within Context Overview

Children and Young People can require functional and naturalistic opportunities to practise their communication skills and / or make friendships.

Examples of this support includes:

- SLCN friendly lunch club
- Games club
- Structured Free Play
- Playground Buddy Schemes

Children and Young People can develop their confidence through being supported by other children and young people, via enrichment opportunities in school.

Children and Young People may also benefit from a communication supportive environment and adult strategies across classroom, playground, and other social settings.

Supporting Social Skills Within Context

These sessions should take place at least weekly/fortnightly by a member of school staff.

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What age range benefit from Supporting Social Skills with Context?

The strategies, ideas and activities within this pack have been developed for a range of children and young people ranging from Reception to Secondary School.

Resources should be selected based on the child and young person's profile.

What skills do students need to take part?

To be able to access the group children should have the ability to attend and listen within a small group for a minimum of 10 minutes and be able to communicate using sentences.

Which students would benefit from Social Skills supports?

Students who have differences with social interaction, who have expressed that they would like to develop their social skills

How will supporting social skills in context support the students in the classroom and/or playground?

Developed social skills will help in many everyday situations, such as.

- Participating in discussions in the classroom
- Participating in conversations with peers

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Pack Overview

Area of Support	Aims	Resources
Activities for Clubs	• To support children / young people to develop social skills by engaging in joint games. • To support children / young people to problem solve in a structured context.	From this Pack • Roll the Dice Game Rules • Character Dice Example • Verb Dice • Dice Template • Charade Game Rules • Charade Pack • Taboo Game Rules • Taboo Pack • Descriptive Language Prompt • Shiritori Game Rules • Scrabble Game Rules • Jenga Game Rules • I went shopping and bought… Game Rules • I went shopping and I bought sentence starter • Shopping Items Visual • Bingo Game Rules • Bingo Chat Board • Hungry Hippos Game Rules • Kerplunk Game Rules • Kerplunk Chat Board • Pop up Pirate Game Rules • Shark Bite Game Rules • Snakes and ladders Game Rules • Snakes and ladders Chat Board From School • Jenga • Hungry Hippos • Kerplunk • Pop Up Pirate • Snakes and Ladders

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Activities for Clubs

Overview

Structured lunch clubs can provide a structured alternative to being out in the playground.

Where possible, clubs/groups should be based upon the child/young person's interests. For example, linked to a game / movie / TV programme / sport / art.

This section of the pack will provide activity ideas for lunch clubs.

Attending a structured lunch club will support the student's ability to:

- Take turns
- Participate in reciprocal interaction
- Problem solve

Resources

In this pack you will find:

- Roll the Dice Game Rules
- Character Dice Example
- Verb Dice
- Dice Template
- Charade Game Rules
- Charade Pack
- Taboo Game Rules
- Taboo Pack
- Descriptive Language Prompt
- Shiritori Game Rules
- Scrabble Game Rules
- Jenga Game Rules
- I went shopping and bought… Game Rules
- I went shopping and I bought sentence starter
- Shopping Items Visual
- Bingo Game Rules
- Bingo Chat Board
- Hungry Hippos Game Rules
- Kerplunk Game Rules
- Kerplunk Chat Board
- Pop up Pirate Game Rules
- Shark Bite Game Rules
- Snakes and ladders Game Rules
- Snakes and ladders Chat Board

You may also need the following items from School:

- Jenga
- Kerplunk
- Pop Up Pirate
- Scrabble

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Activities

Activity	Instructions	Resources	Adaptations

Roll the Dice	• Have one dice with nouns on (e.g. characters) and another with verbs on.
	• Each child / young person rolls both dice and then draws what they come up with.
		From the pack
		• Roll the Dice Game Rules
		• Character Dice Example
		• Verb Dice
		• Dice Template
		
		From school
		• Pens and paper
			• Consider:
			  o Having champions of different games to support others.
			  o Having the same games available for a week to support skills.
			  o Using visual supports.
			  o Initially having a high level of adult support and stepping this down.

Charades	• Act out a word for others to guess.	From the pack • Charade Game Rules • Charade Pack From school •	
Taboo	• Write words down from a theme. • Each child takes 1 word and describes it, avoiding saying the actual word. • The other children in the group try to guess the word.	From the pack • Taboo Game Rules • Taboo Pack • Descriptive Language Prompt From school • Pens and paper	
Shiritori	• Think of a word.	From the pack • Shiritori Game Rules	

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	• The next person thinks of a word beginning with the last letter of the previous word.	From school •	
Scrabble	• Use letters from first and last names of children in the group and come up with words linked to an interest / theme.	From the pack • Scrabble Game Rules From school • Scrabble letter pieces	
Jenga	• Write questions onto the Jenga blocks. • As children / young people take a piece from the Jenga they ask someone else in the group a question. • Once the question has been asked it is added to the top of the tower.	From the pack • Jenga Game Rules From school • Jenga	
I went shopping and bought…	• Children / Young People take it in turns to say the sentence starter and add an item they bought. • On the next person's turn, the list is repeated and they add an idea of their own.	From the pack • I went shopping and bought… Game Rules • I went shopping and I bought sentence starter • Shopping Items Visual From school	• This game could be adapted to different interests e.g. I went to the transport museum and I saw…
Bingo	• Children/ young people take it in turns to be the caller each game.	From the pack • Bingo Game Rules • Bingo Chat Board	• Consider: o Having champions of different games to support others.

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	• Once the caller says a number, each child will see if that number is on their bingo card and mark it off if it is there. • The first child who gets a row of 3 or 5 (dependent on how many squares are on the card) in a row which is up, down or across is the winner.	From school • Bingo cards • Markers or counters	o Having the same games available for a week to support skills. o Using visual supports. o Initially having a high level of adult support and stepping this down.
Hungry Hippos	• Children and young people choose a hippo • They then proceed to press the lever to make them catch all the marbles.	From the pack • Hungry Hippo Game Rules From school • Hungry Hippo Game	
Kerplunk	• Children and young people take it in turns to choose a stick to remove. • Once all the marbles have dropped then the children will count their marbles and the person with the least number of marbles wins the game.	From the pack • Kerplunk Game Rules • Kerplunk Chat Board From school • Kerplunk	
Pop up pirate	• Children and young people take it in turns to place a sword into the barrel. • If you send the pirate flying, then you're out of the game.	From the pack • Pop Up Pirate Game Rules From school • Pop up pirate	

Shark bite	• Children and young people take it in turns to roll the dice to find a coloured fish they need to then remove from the sharks mouth using the fishing rod.	From the pack • Shark bite Game Rules From school • Shark bite game	
Snakes and ladders	• Children and young people take it in turns to roll the dice to work their way up the board game. • If the number, they roll makes them land on a ladder then they can proceed up the ladder and skip sections. However, if the number they roll makes them land on the head of the snake, then they will need to go all the way back to the tail of the snake and move down some points.	From the pack • Snake and Ladders Game Rules • Snakes and Ladders Chat Board From school • Snakes and Ladders	

Roll the dice Game Rules

Set-up:

1. Ensure that you have the verb dice and noun dice available.

The rules for the game are:

3. The first player will need to roll both the verb and noun dice.

4. Once the player has rolled each dice, they will need to draw what they come up with.

5. Each player to repeat the steps above until they have run out of options to draw.

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Noun Dice

Please cut out dice below and assemble by sticking the sides together:
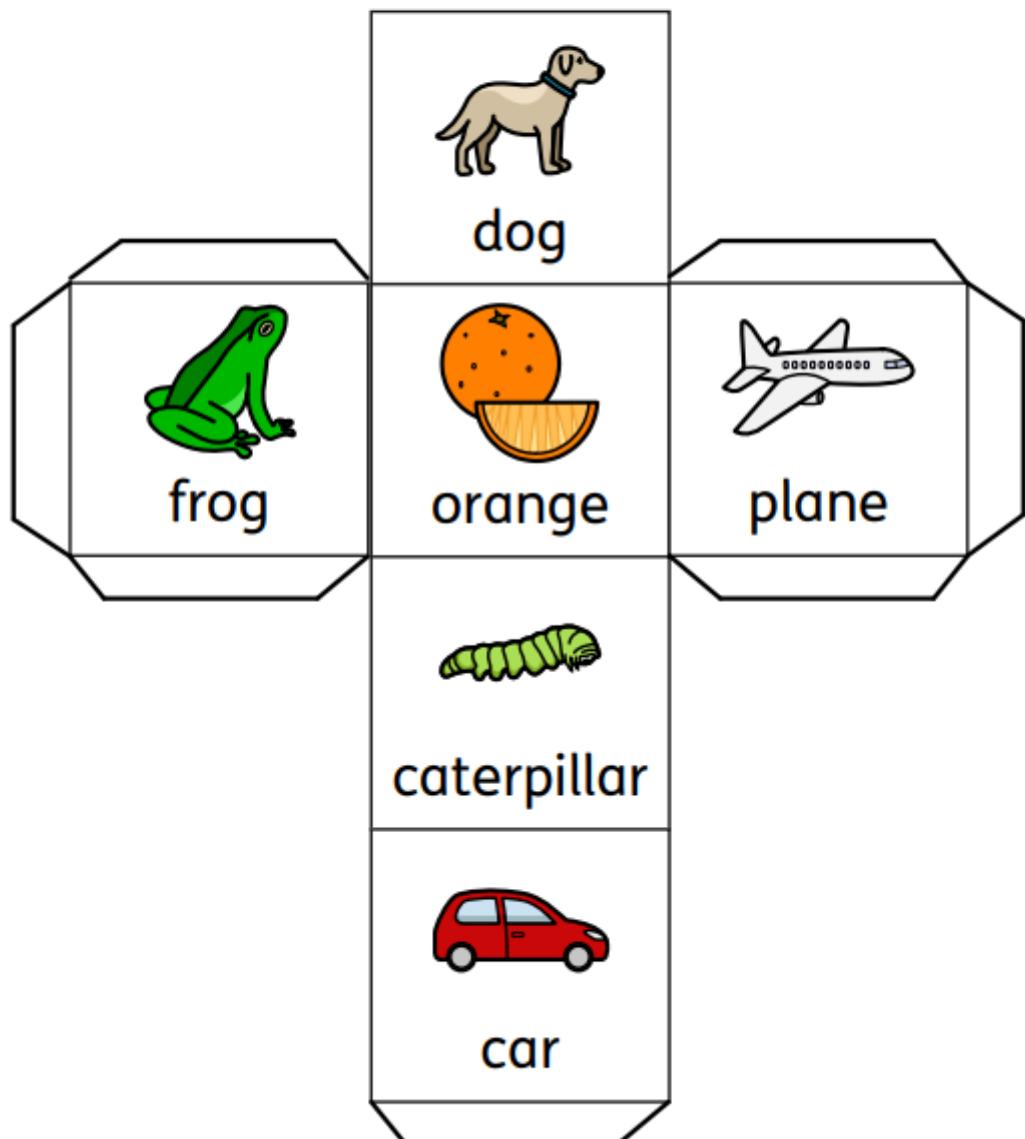
dog

frog   orange   plane

caterpillar

car

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Verb Dice

Abcd

Please cut out dice below and assemble by sticking the sides together:

Run

Jump

squeeze

fly

crawl

drive

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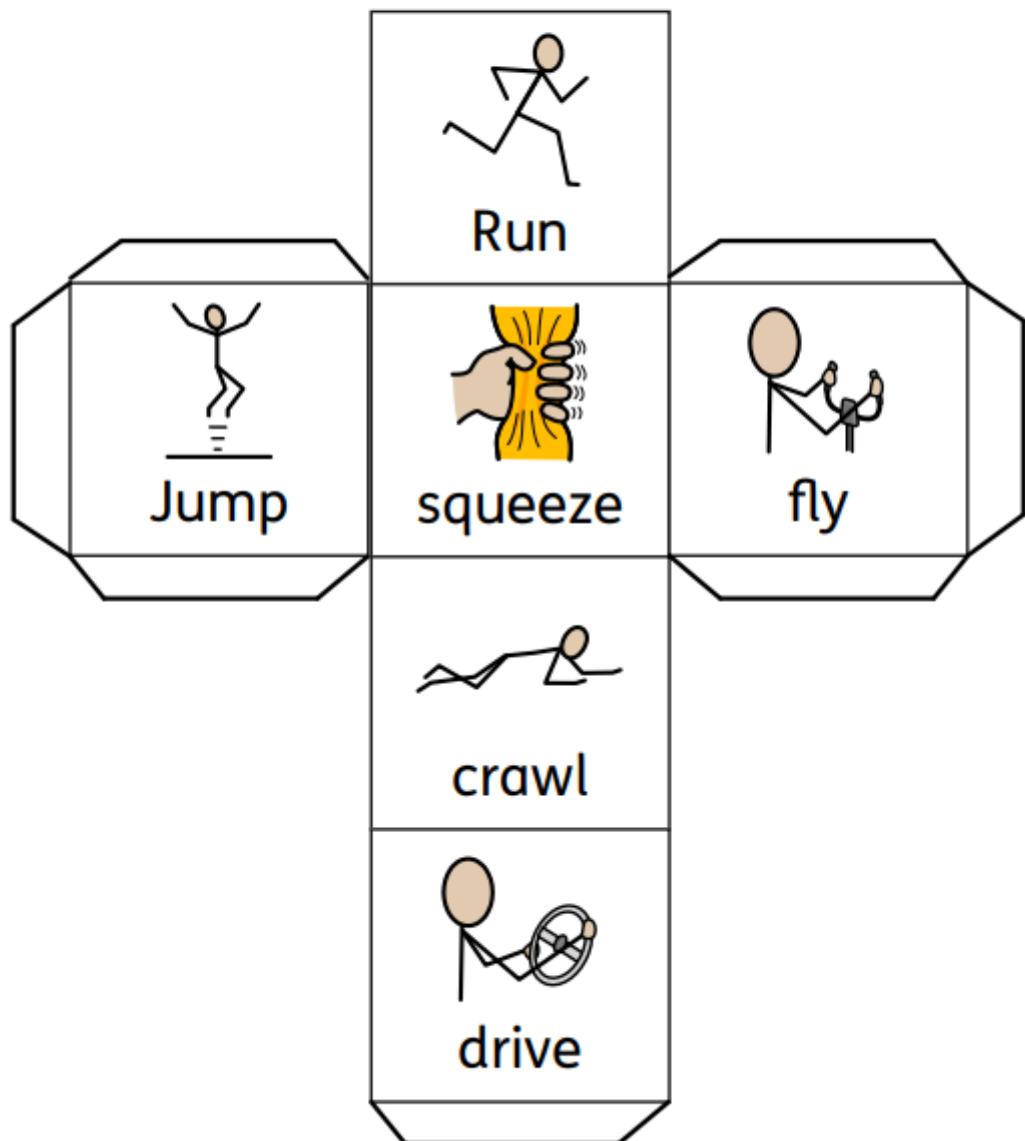
Dice Template

Please cut out dice below and assemble by sticking the sides together:

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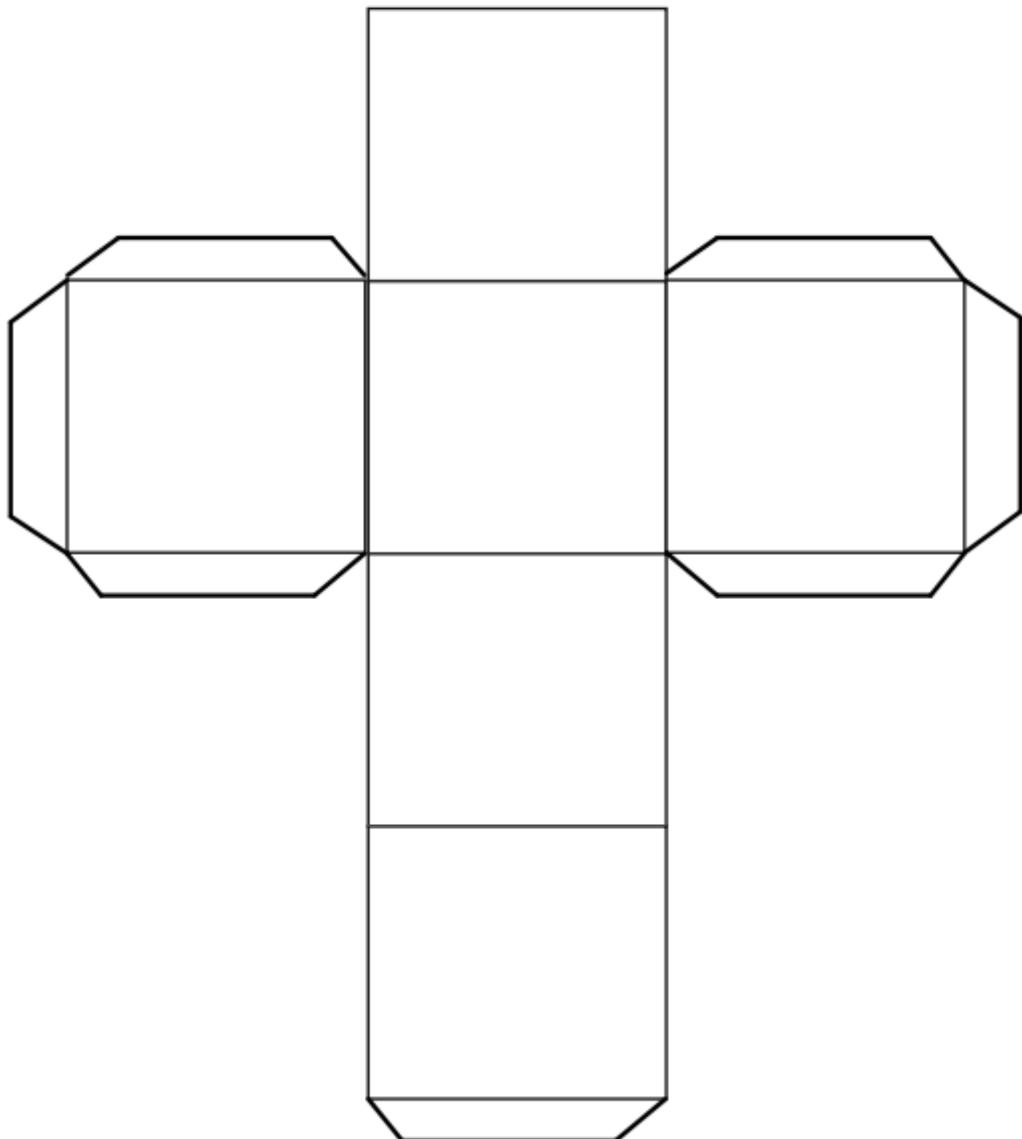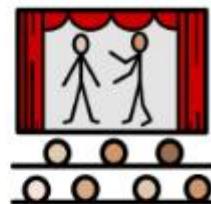
Charade Pack

Peppa Pig

The King

Harry Potter

Dumbledore

Alice in Wonderland

Aladdin

Bluey

Bingo

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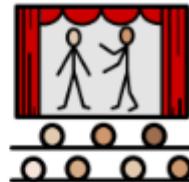
Charade Pack

Willy Wonka	**Henry VIII**
The Cheshire cat	**Hermoine Granger**
Ron Weasley	**Princess Jasmine**
Mickey Mouse	**Minnie Mouse**

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Charade Pack

sherlock Holmes	Dr Who
Peter Rabbit	Hey Duggee
Spongebob	Thomas the tank engine
Bandit	George pig

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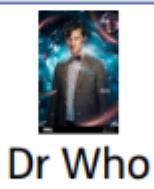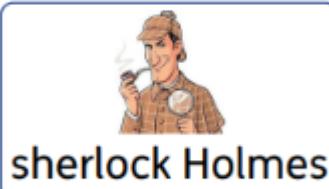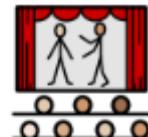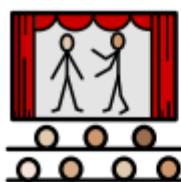
Charade Game Rules

Set-Up:

1. Charade cards should be cut out and placed face down in a pile or folded and placed in a container.

2. The game can be played in pairs or in two teams. If playing in two teams, flip a coin to see which team goes first.
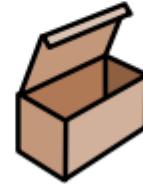
The rules for the game are:

1. **The first player in team 1 chooses a card. Set a timer for 1 minute.**

2. **Act out what is written on the card. No talking!**

Hold up number of fingers to indicate number of words.

Follow with another number of fingers to show which word you will act out first.

Lay a number of fingers on your arm to show the number of syllables in a word.

Express categories with hand gestures:

- Book titles: Unfold your hands as if they were a book

- TV programme: Draw a rectangle in the air with your finger

- Movies: Pretend to crank an old-fashioned film camera

- Song titles: Pretend to sing (no sound)

Act out, until your team gets it right or you run out of time.

3. **When your team guesses the answer, the round ends and you get a point. If they don't guess in the time, the team passes the turn, without a point.**

4. **End the game when every player has acted out 1 charade.**

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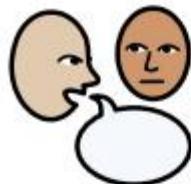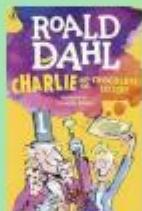
Taboo Pack

|	
Charlie and the chocolate factory	The lion, the witch and the woardrobe
Harry Potter	Fantastic Mr Fox
The Tiger who came to tea	The Rainbow Fish
Zog	The Gruffalo
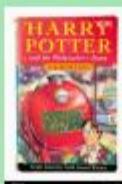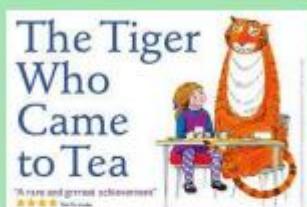
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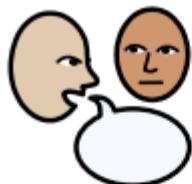
Taboo Pack

tennis	football
cricket	rounders
swimming	ballet
gymnastics	horse riding
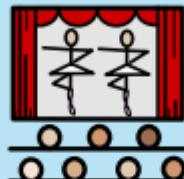
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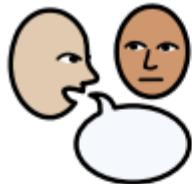
Taboo Pack

Italy	Spain
Japan	Jamaica
England	Australia
China	France

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Taboo Game Rules

Set-up:

1. Taboo cards should be cut out and placed face down in a pile.

2. The game is played in two teams. If playing in two teams, flip a coin to see which team goes first.

The rules for the game are:

3. The first player in team 1 chooses a card. Set a timer for 1 minute.

4. The word at the top of the card is the guess word and the list of words underneath it are the taboo words. Give teammates clues about the guess word, without saying a taboo word.

5. You must not used gestures, sound effects, initials or abbreviations. You must not give 'sounds like' or 'rhymes like' clues.

6. The clue-giver's team earns points for correctly guessed cards.

7. You may skip a card, if team mates are having difficulty guessing the word, but this gives a point to the other team.

8. The opposing team sees the taboo words. The card is discarded if a taboo word (or any part of the word) is used. The opposing team gains a point every time the clue-giving team uses a taboo word.

9. Draw and play new cards until the timer runs out.

10. Switch teams and clue-givers for the next round.

11. End the game once each player has had a tun to give clues.

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Descriptive Language Grid

Who?	Include: appearance, personality, emotions etc.	**What?**	Include: number, size, colour, shape... etc.
Where?	Include: environment, mood, sounds etc.	**When?**	Include: time, season etc.

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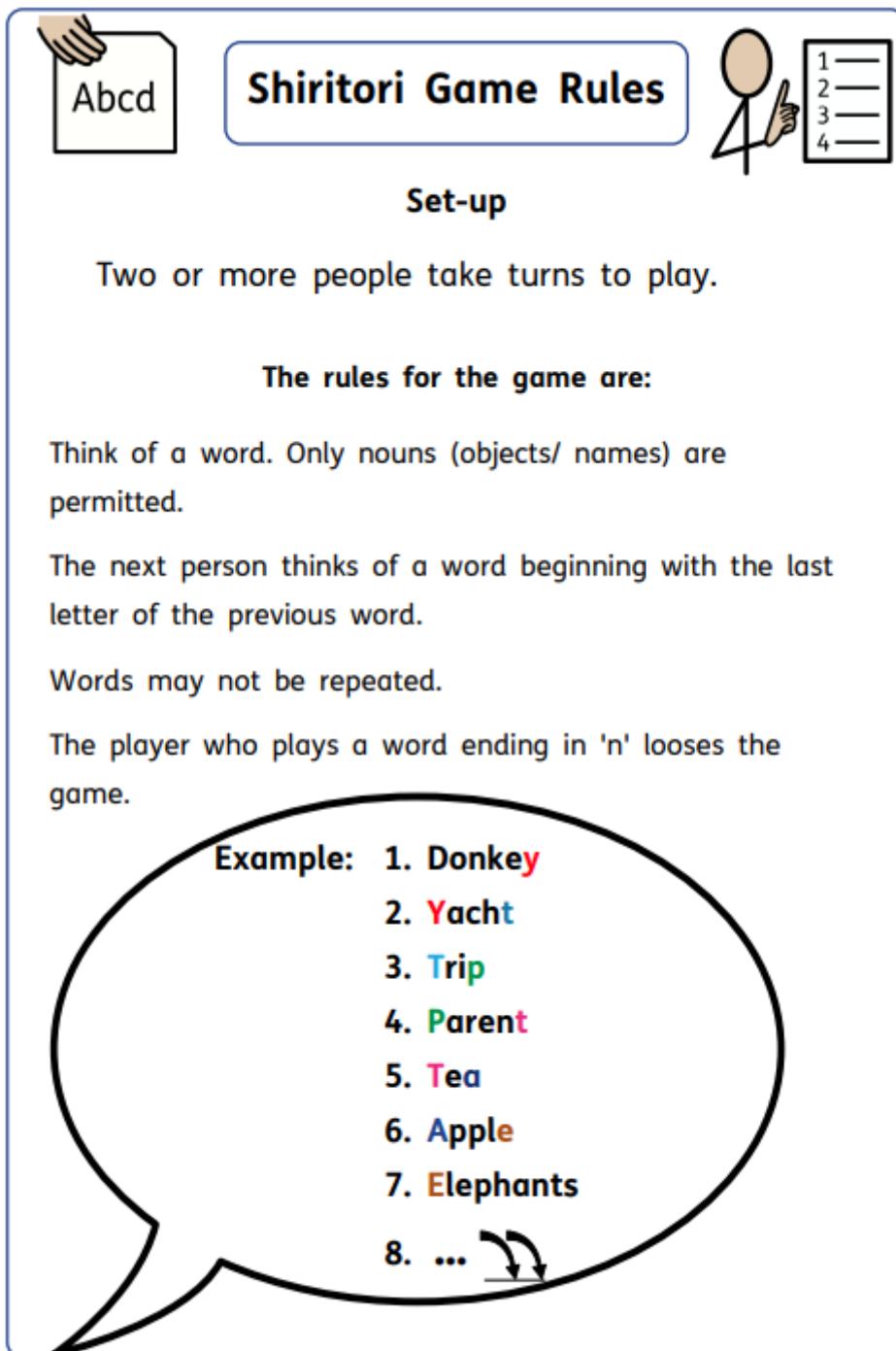
Shiritori Game Rules

Set-up

Two or more people take turns to play.

The rules for the game are:

Think of a word. Only nouns (objects/ names) are permitted.

The next person thinks of a word beginning with the last letter of the previous word.

Words may not be repeated.

The player who plays a word ending in 'n' looses the game.

Example:
1. Donkey
2. Yacht
3. Trip
4. Parent
5. Tea
6. Apple
7. Elephants
8. ...

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Scrabble Game Rules

Set-up:

Every student in the group writes down their name in large capital letters and cuts out each letter from their name to form scrabble tiles.

Place all of the letters face-up on the table.

The rules for the game are:

Work as a team to think of words which can be made from the letters on the table.

You could link the words to a chosen interest / theme.

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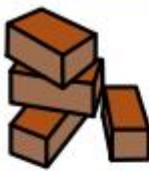
Jenga Game Rules
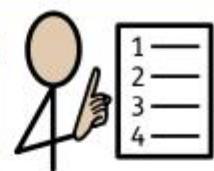
Set-up:

Write questions onto pieces of paper and stick them with blu-tac onto the sides of the Jenga blocks. Stack the Jenga blocks into a tower.
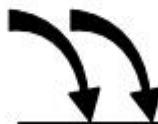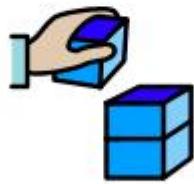
The rules for the game are:

Students take turns to remove a block from the tower, using one hand at a time.

As the students take a block, they ask someone else in the group the question written on the block.

Once the question has been asked, the block is stacked onto the top of the tower.

When the tower falls, the game is over.

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Supporting Social Skills within Context
Universal Strategies and Ideas to Support SLCN
RESOURCE: I went shopping and bought… Game Rules

I went shopping and I bought…
Game Rules

Set-up:

The game should be played in a small group (4-5 people).

The rules for the game are:

The first player should say "I went shopping and bought.....[insert the name of a food].

The second player should say I went shopping and bought.....[repeat the name of a food said by first player] and .....[insert the name of another food].

Continue the game with each player remembering the items previously said and adding an additional item.

The game ends when a player cannot remember all of the items.

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Supporting Social Skills within Context
Universal Strategies and Ideas to Support SLCN
RESOURCE: I went shopping and bought… Sentence Starter

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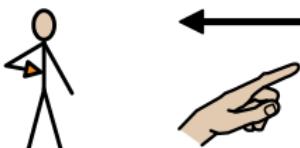
I   went to   the   market   and   I   bought   ....

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milk	bread	meat
vegetables	fruit	chocolate
biscuits	crisps	toilet roll
popcorn	water	juice

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Bingo Game Rules
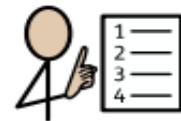
Set-up:

1. Give each child a bingo card and markers (coins, buttons, or counters).
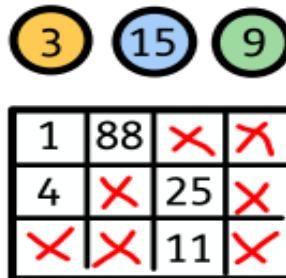
The rules for the game are:

2. The Caller: One person draws items (numbers, pictures, words) randomly from a bag or spinner.

3. Marking: When the caller announces an item, kids check their card and cover the matching square.

4. Winning: The first player to cover three or five squares (dependent on how many boxes are on your card) in a straight line (up, down, or across) yells "Bingo!".
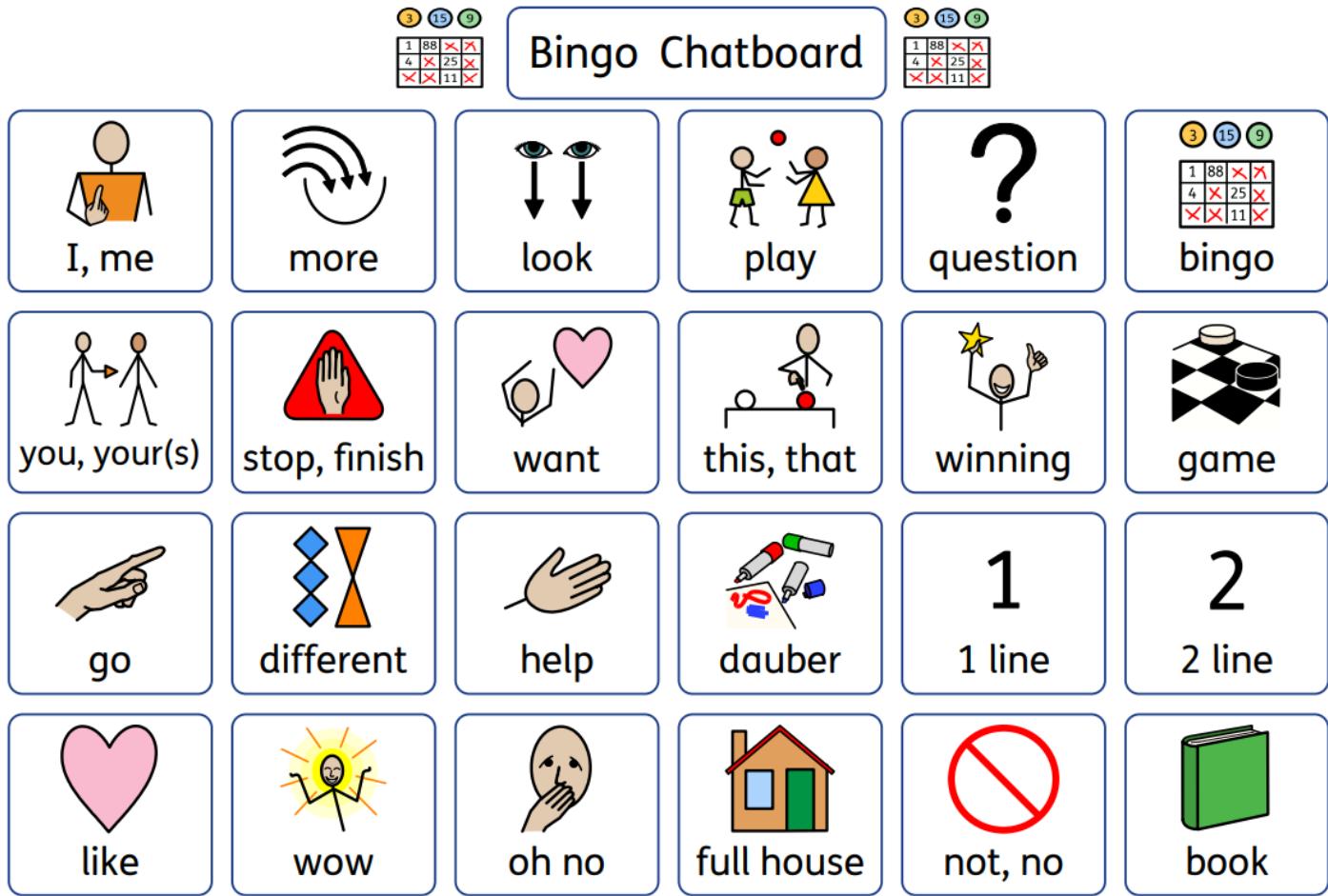
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Bingo Chatboard

I, me	more	look	play	question	bingo
you, your(s)	stop, finish	want	this, that	winning	game
go	different	help	dauber	1 line	2 line
like	wow	oh no	full house	not, no	book

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Hungry Hippos Game Rules

Set-up:

1. Select a hippo and load 5 marbles into the marble release area. Each player to complete this step.

2. The game is suitable for 2-4 people.

The rules for the game are:

3. The first player presses the release lever, all players try to make their hippos catch the marble by pressing their lever until someone's hippo gobbles the marble.

4. The next player releases a marble and the process above repeats.

5. Continue the game until all the marbles have been used. The winner with the most marbles captured.

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Kerplunk Game Rules

Set-up:

1. Stand the tube upright and insert all the sticks into the holes that connect to the base.

2. When all the sticks are inserted, put the marbles through the opening so they are resting on top of the sticks.

The rules for the game are:

3. The first player slowly rotates the window opening on the tube matches up with their allocated compartment.

4. The player then chooses any stick to carefully pull out of the tube. Try not to move the marbles when you pull out the stick.

5. The next player will have to repeat the steps above for their go.

6. Marbles that drop during the game will go into the allocated players compartment.

7. The game is finished when all of the marbles have dropped. The player with the least amount of marbles wins.

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Kerplunk Chatboard

more, again	help	want	like	no, not	win
stop, finished	different	look	wow	this, that, there	pull
I, me, my, mine	you, your(s)	go	uh oh	question	push
kerplunk	stick	marble	play	turn	fall

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Pop up pirate

Game Rules

Set-up:

1. Each player selects a colour.

2. push the pirates head down into the barrel until it clicks. Once this has been set, you can start the game.


The rules for the game are:

3. Players each take a turn to slide their selected coloured sword into the barrel.

4. If you send the pirate flying, you're out of the game.

5. The last surviving pirate wins the game.

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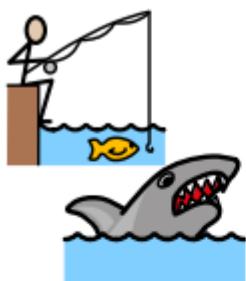
Shark bite Game Rules

Set-up:

1. Fully open the shark's mouth and push the shark down until it fully clicks into the base.

2. Place the 12 fish into the 12 holes in the shark's mouth.

The rules for the game are:

3. The first player has to roll the dice to find out how many fish they have to catch!

4. The player will have to use the fishing rod to rescue the fish from the shark's jaws!

5. If the shark snaps his jaws you lose all of your fish.

6. Continue playing until there are no fish left inside the shark's mouth.

7. The player with the most fish at the end of the game is the winner.

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Communication Hub

NHS
Central London
Community Healthcare
**NHS Trust**

Snakes and Ladders Game Rules

Set-up:

1. Each player puts their counter on the space that says 'start here'.

The rules for the game are:

2. Take it in turns to roll the dice and move your counter forward the number of spaces shown on the dice.

3. If your counter lands at the bottom of a ladder, you can move up to the top of the ladder.

4. If your counter lands on the head of a snake, you will have to slide down the tail to the bottom of the snake.

5. The first player to get to the space that says 'home' is the winner.

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Snakes and Ladders Chatboard

more, again	help	want	have	like	good	no, not	win
stop, finished	different	look	make	wow	bad	this, that, there	cheeky
I, me, my, mine	you, your(s)	go	play	uh oh	big	can I	funny
he, his	she, her(s)	we, our, us	they, their, them	turn	little	question	angry
snakes & ladders	ladder	snake	up	down	roll dice	count	move my piece

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