

Verbal Vibes

Objectives: The student will use verbal expression.
The student will construct sentences that are grammatically correct.

Materials: Game sheet, marker, and pencil for each player
1-4 Spinner

Directions




- Each player in turn begins at *start*, spins the spinner, and moves the indicated number of spaces.
- The player provides a sentence for each word passed on the path, including the word on the space the marker lands on.

Example: Julie spins a 3 and moves three spaces. She must provide sentences for the stimuli she has passed: *swim, draw, drop*.

- When a response is correct, the player marks that space.
- Play continues until each player has reached the end of the path.
- The player with the most spaces marked off is the winner.

Variation: Each player uses all the words passed in a single sentence. Julie might have said, "I will swim after I draw a picture and drop it on my desk."

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 End	talk	cry	jump	eat
catch	speak	run	open	drop
look	move		climb	draw
write	sleep	sit	walk	swim
break	sing	bite	bounce	 Start