

# BARRIER GAMES

## Barrier games in practice – early years' examples

A **barrier game** (sometimes known as a **screen game**) is achieved by removing shared visual information. This means

- the speaker must consider the most relevant and informative language to give an instruction
- the listener must understand the language to follow the instruction

### How to play

Create a screen and place this between the speaker and listener. Provide 2 sets of the same resources each side of the screen. Initially, the adult gives instructions to the child and both follow the instruction (unseen by the other). At the end, the screen is removed to check if the listener has followed instructions correctly. In due course, the child takes the role of the speaker.

A game may comprise a series of single or multiple instructions, or even just one instruction, depending on the skills of the child.

### Example:

A dressing game ... "let's wear glasses and a wig", "put on your gloves"

