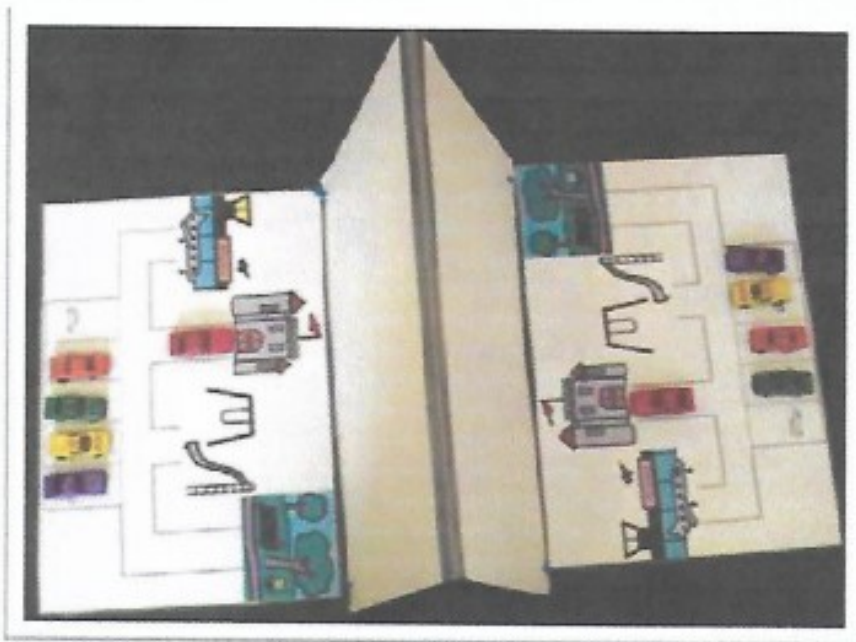


Barrier games in practice



Let's go for a drive

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Language focus:

- Names of community locations
- Descriptions: colours

Materials required:

- Screen
- 2 boards – 'map of locations'
- 2 sets of coloured cars

Suggestions for use:

- Place the screen between the two players
- Each player has a 'map' (board) and a set of 4 differently-coloured cars
- Each player sets up their cars in their parking spaces
- One player drives a car to a location on the map and gives verbal instructions to the other player to do the same – "I'm driving my **red** car to the **park**" or "I'm going to the **park** in my **red** car"
- When all the cars reach their destination, the barrier is removed
- Comparing the maps gives an opportunity to say and hear the names of the items, which reinforces the language for the player whose turn is next
- Players change roles

Developing the game:

- In the illustrated game, there are spaces for 5 cars but only 4 locations – this creates an opportunity to
 - Drive two cars to the same location
 - Add a final comment to close the play, eg "I'm leaving my yellow car in the car park today"
- Change the coloured cars for different types of vehicle, eg a bus, fire engine, bicycle, van, ambulance
- Once the structured game is over, allow the players to use the props in a more natural play situation