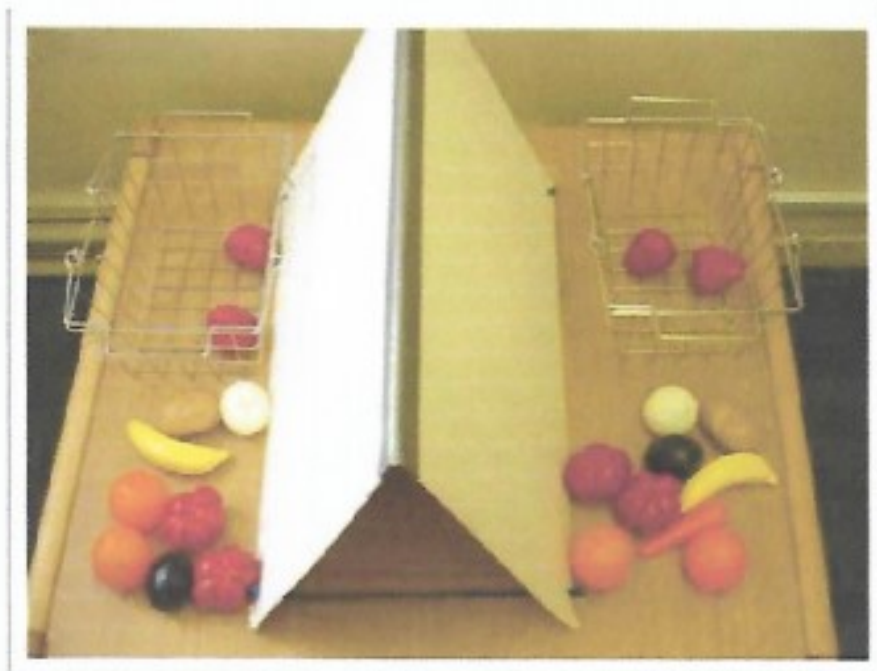


Barrier games in practice



Let's go shopping ...

Language focus:

- Names of food items
- Number: one/two

Materials required:

- Screen
- 2 sets of food items each with a shopping basket

Suggestions for use:

- Place the screen between the two players
- Each player has a shopping basket and a range of food items
- One player gives verbal instructions to the other to fill their basket with the same food items as they have selected
- If the player says "oranges", the adult may need to prompt with the question "how many?" – in the example illustrated there are only 2 of certain food items, so clarification may not be necessary, but when extending the game more items may be provided
- After 3 instructions, the barrier is removed to compare the contents of both baskets
- Comparing the baskets 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:

- Extend the range of food items
- Model longer phrases as a lead in to the instruction, eg "I went to the supermarket and I bought ..."
- Introduce more complex instructions, eg "I bought a carrot and an onion", which required players to recall 2 different elements
- Once the structured game is over, allow the players to use the props in a more natural play situation