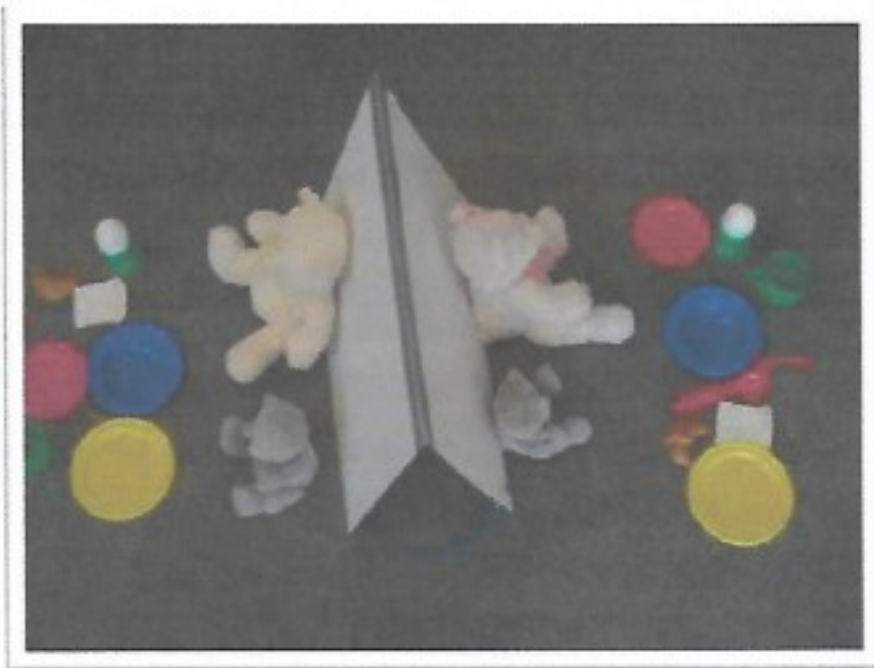


Barrier games in practice



Teddy bears' picnic

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Language focus:

- Names of objects
- Description: big/little, colours

Materials required:

- Screen
- 2 sets of bears (big/little), coloured plates and picnic items

Set the scene by saying that the 2 bears (Big bear and Little bear) are going on a picnic.

Suggestions for use:

- Place the screen between the two players
- Each player has a range of toys representing the picnic – plates, cup, spoon, food
- One player gives verbal instructions to the other to give items they have selected, starting with the plates, to either Big bear or Little bear, eg "Big bear has a blue plate"
- If the player says "give Little bear a plate", the adult may need to prompt with the question "what colour?"
- When both bears have been given something to eat or drink, the barrier is removed to compare the scenes
- Comparing the scenes 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 picnic items, so that there is more choice, which will enable more instructions to be given
- Introduce more complex instructions, eg by adding actions "Big bear is **eating** his bread", or "Little bear is cutting his bread"
- Once the structured game is over, allow the players to use the props in a more natural play situation