

# Introduction

*“WH” Chipper Chat*® is a fun and extremely motivating language processing game. Pre-K through grade 5 students will enjoy the colorful and motivational game format as they develop their abilities to process and answer “WH” questions. Teachers and therapists will greatly appreciate the versatility of *“WH” Chipper Chat*®. The consistency of the game boards, including twenty spots for the students to place chips, easily allows for group or individual lessons.

*“WH” Chipper Chat*® includes ten different scenes with five boards per scene. Each scene has a corresponding “WH” question sheet with five lists of “WH” questions (Who, What, When, Where, and Why). Each game board has 100 questions, including 20 questions for each of the five “WH” areas, 1000 questions in all.

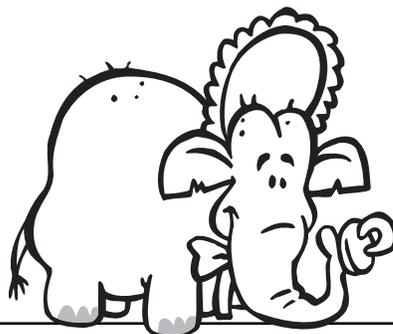
Each game centers around the use of individual game boards, chips, and a magnetic wand. As the game progresses, students earn chips to place on their game boards. At the end of the game, they remove the chips using the magnetic wand. We guarantee that your children will love to see the chips “fly” to their wands at the end of the game!

*“WH” Chipper Chat*® has different levels of difficulty. The “Who” and “Where” questions are for beginning students to help them learn how to process information by answering basic questions. You may want to use these two levels with all ten game boards until your students make adequate progress in this area. The next level of difficulty is the “What” questions. “When” and “Why” require more advanced processing skills and are often the last “WH” target areas. You may also choose to combine all “WH” questions after the student masters each area. This allows for additional practice and carryover of processing and answering “WH” questions.

Each lesson has a handy “check-off” format, allowing the teacher to easily track student progress for each game board. The reproducible Record Sheet will help you track progress and skill mastery across all game boards and activities.

*“WH” Chipper Chat*® also has eight types of black-and-white reproducible activity sheets for additional practice in the classroom and at home. Activities include: scenes with parent/helper lessons, draw-a-line, cut-and-paste, fill-in-the-blank, coloring, tic-tac-toe, question cube, and spinner activity sheets.

The reproducible scenes are duplicates of the game boards used in the classroom. The teacher or therapist simply checks the column(s) of “WH” questions on the parent/helper lesson sheet to be targeted at home. This allows for repetition and carryover of the lessons learned in the classroom. The parent/helper will enjoy the simplicity of the activity, while the extra practice will help strengthen the student’s language processing skills.



# Table of Contents

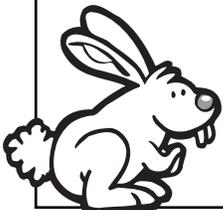


## Lessons

<b>Directions for Play</b> .....	<b>2</b>
<b>Teacher Lessons for Game Boards 1-10</b> .....	<b>3-12</b>
Family Question Time™ .....	3
Answer Arcade™ .....	4
Clue Zoo™ .....	5
Classy Questions™ .....	6
“WH” Sea Hunt™ .....	7
“WH” Mart™ .....	8
Galaxy Questions™ .....	9
Cock-a-Doodle Clues™ .....	10
Downtown Ask Around™ .....	11
Food for Thought™ .....	12

## Activities

<b>Take-Home Activities for Game Boards 1-10</b> .....	<b>14-33</b>
Family Question Time™ .....	14-15
Answer Arcade™ .....	16-17
Clue Zoo™ .....	18-19
Classy Questions™ .....	20-21
“WH” Sea Hunt™ .....	22-23
“WH” Mart™ .....	24-25
Galaxy Questions™ .....	26-27
Cock-a-Doodle Clues™ .....	28-29
Downtown Ask Around™ .....	30-31
Food for Thought™ .....	32-33
<b>Additional Activities</b> .....	<b>34-56</b>
Draw-a-Line Activity Sheets .....	34-38
Cut and Paste Activity Sheets .....	39-43
Fill-in-the-Blank Activity Sheets .....	44-48
Coloring Activity Sheets .....	49-53
Combo Tic-Tac-Toe Activity .....	54
Combo Question Cube .....	55
Combo Spinner Activity .....	56
<b>Record Sheet</b> .....	<b>57</b>
<b>Parent Tips for “WH” Questions</b> .....	<b>58-59</b>
<b>“WH” Awards</b> .....	<b>60</b>



# Directions for Play

## Directions for Play:

When presenting the board, ask students “Where do the chips go?” The object of each game is for the players to cover all 20 of the circles with magnetic chips. The location of the circles varies with each board.

Give each student a game board and review the scene, explaining any vocabulary words and/or concepts. It may be necessary to read signs or other written messages in the scene to the student.

Read a “WH” question from the Teacher Lesson to the first player. After the student answers the question (Who, What, When, Where, and/or Why), he/she rolls the die and covers the game board circles with the number of chips shown on the die. Play continues in turn. When fewer than three circles are left, the player must roll a number equal to or less than the number of circles remaining on his/her game board to receive chips.

Since each student answers a question before he/she rolls, everyone gets to practice. The first player to cover all the circles with their chips is the winner. Then, all the players get to pick up their chips with the magnetic wand.

## Location of Game Board Circles:

1. **Family Question Time™**: 20 cookies around the border of the family room.
2. **Answer Arcade™**: 20 balls in the ball pit at the arcade.
3. **Clue Zoo™**: 20 stepping stones along the pathway through the zoo.
4. **Classy Questions™**: 20 clocks around the border of the classroom.
5. **“WH” Sea Hunt™**: 20 bubbles around the border of the underwater scene.
6. **“WH” Mart™**: 20 balls on the toy shelves at the toy store.
7. **Galaxy Questions™**: 20 colorful planets around the border of the space scene.
8. **Cock-a-Doodle Clues™**: 20 shingles on the roof of the barn at the farm.
9. **Downtown Ask Around™**: 20 light bulbs around the border of the city.
10. **Food for Thought™**: 20 oranges around the border of the grocery store.

## Variations in Play:

- Students form their own “WH” questions based on the game board scenes.
- Assign each “WH” area a color. Put those colors of chips in a pile. The student chooses a chip and answers the type of “WH” question assigned to that color.
- The student taking a turn holds a wand. The first player passes the wand to the next player after finishing his/her turn. Play continues until all spaces have chips on them. Whoever is left holding the wand gets to collect the chips.

