



**The Magically Magnetic Articulation  
and Language Game for  
S, R, L, S Blends, R Blends, L Blends,  
SH, CH, TH, F, K, and G!**

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**Materials Included in this Kit:**

- 12 different game boards (6 boards front and back) with 5 copies of each board for group work (30 total game boards front and back).
- All game boards are 11" x 10", double-sided, and laminated.
- 450 *Artic Chipper Chat*® cards:
  - \* 45 cards each for S, R, L, SH, CH and TH (15 initial, 15 medial, and 15 final position).
  - \* 30 cards each for S Blends, R Blends, and L Blends (initial position).
  - \* 30 cards each for K, G, and F (10 initial, 10 medial, and 10 final position).
- Magnetic wand and 100 magnetic chips.
- One large die.
- Sturdy, plastic tote.



## Introduction:

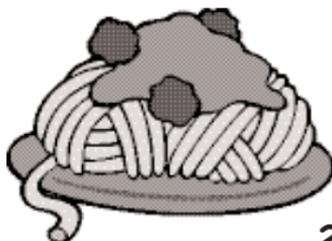
*Artic Chipper Chat*® is an exciting articulation and language game for ages 3 and up. The game uses the popular *Chipper Chat*® format to address 12 different sounds- S, R, L, S Blends, R Blends, L Blends, SH, CH, TH, F, K, and G. Every game board is filled with sound-loaded pictures in the initial, medial, and final positions. Each sound has double-sided question cards with a sentence cue on one side (e.g., “Name a flower that rhymes with nose.”) and the target answer word (“rose”) and picture on the other side.

*Artic Chipper Chat*® is also a language game that targets the following five language areas:

- **Vocabulary Building:** Exposure to and practice of 450 nouns.
- **Simple Analogies:** “A monkey eats a banana. A rabbit eats a...carrot.”
- **Naming:** “Name the jewelry that you wear on your finger...ring.”
- **Phonemic Awareness:** Targets early rhyming skills.
- **Listening Skills:** Auditory processing of information presented orally.
- **Social Skills:** Turn-taking, topic maintenance, and sharing information.

## Object of the Game:

Cover all 18 circles with magnetic chips. Then, watch as the chips magically “fly” to the magnetic wand!



## **How to Play Artic Chipper Chat® Articulation Game:**

1. Give each player a game board. All players may use a copy of the same board, or may have different boards, depending on their target sounds. Give players the cards that correspond to their game boards. Cards should be sentence side up.
2. Review the scene(s) with all players, explaining target vocabulary words. It may be necessary to read signs or other written messages in the scene.
3. Decide who goes first. Choose the player with the closest birthday to today's date or the player who guesses the number you are thinking.
4. First player chooses a card and reads/listens to the question. Player guesses the answer and finds the picture word on the game board. If player needs a clue, show the picture side of the card to him/her. Player says target word using his/her best target sound.
5. Player rolls the die and puts that many magnetic chips on the circles on his/her game board.
6. Play continues in turn.
7. At the teacher's option, 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.
8. Since each student answers a question before he/she rolls, everyone gets to practice. The first player to cover all the circles with chips is the winner. Then, all the players get to pick up their chips with the magnetic wand.

## How to Play Artic Chipper Chat® Language Game:



1. Give each player a game board. All players may use a copy of the same board, or may have different boards. (Note: Language clues are less difficult for game boards K, G, and F.) Give players the cards that correspond to their game boards. Cards should be sentence side up.
2. Review the scene(s) with all players, explaining target vocabulary words. It may be necessary to read signs or other written messages in the scene.
3. Decide who goes first. Choose the player with the closest birthday to today's date or the player who guesses the number you are thinking.
4. First player chooses a card and reads/listens to the question. Player guesses the answer and finds the picture word on the game board. If player needs a clue, show the picture side of the card to him/her. Player says his/her answer.
5. Player rolls the die and puts that many magnetic chips on the circles on his/her game board.
6. Play continues in turn.
7. At the teacher's option, 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.
8. Since each student answers a question before he/she rolls, everyone gets to practice. The first player to cover all the circles with chips is the winner. Then, all the players get to pick up their chips with the magnetic wand.