

Word Joggers™ Junior

Contents

Introduction	2
Materials	2-4
<i>Game Boards</i>	3
<i>Prompt Cards</i>	3
<i>Picture Cards</i>	4
Basic Game Play	4
Game Variations	5
Vocabulary Words	6

Introduction

“The word is on the tip of my tongue!” When a word-finding—or *word-retrieval*—problem affects a student’s daily communication, it also impacts academics, social interaction, and self-esteem. For young students struggling to find the right word, *Word Joggers™ Junior* offers early intervention and helpful strategies for “jogging” their memories.

Designed to increase receptive and expressive vocabulary, expand semantic networking, and improve word retrieval, *Word Joggers™ Junior* provides a fun way to practice classifying, categorizing, and defining words for storage and retrieval. You can easily adapt game play for individual, small-group, classroom, and clinical settings.

The game includes 200 color-coded *Prompt Cards* (5” x 3”), with exercises that reinforce vocabulary from five categories relevant to a student’s daily life (*Animals, Food, Household Objects, School Stuff, and Toys*). Prompts include *Riddles, Associations, Phonemic Awareness, Categorizing, and Same & Different*.

A picture of each vocabulary word also appears on a double-sided, illustrated *Picture Card* (2” x 2”). When you read one of the five prompts on a card, the student responds by finding the appropriate *Picture Card* and by saying the word for the picture. The other side of the *Picture Card* serves as a token that the student can place on a space on his/her game board. Some tokens have one sneaker and others have two. The first student to fill his/her *Game Board* with the most sneakers wins the game.

Materials

- 15 Game Boards (9” x 6”)
- 200 color-coded Prompt Cards (5” x 3”)
- 200 full-color, illustrated Picture Cards (2” x 2”)

Game Boards

The double-sided *Game Boards* are color-coded and labeled to match the vocabulary categories covered in *Word Joggers™ Junior*. There are five playing surfaces for each category, and an additional five “Combinations” playing surfaces for multiple categories.

Each *Game Board* has eight empty white boxes for players to place sneaker tokens. The teacher can also place *Picture Cards* in the spaces to target only those specific words and to reduce the difficulty of game play.

Prompt Cards

Each *Prompt Card* includes an illustration of the vocabulary word, along with five kinds of prompts:

Riddles - A simple riddle gives students clues about the word and asks them what it is. (*I have wings and live in a cave. What am I?*)

Associations - Students complete a sentence that lists one or more salient features of the targeted word. (*Hanging upside down and flying at night go with a _____.*)

Phonemic Awareness - Students learn the sounds associated with the targeted word. (*The first sound is b. The last sound is t. Rhymes with cat.*)

Categorizing - Students practice finding other words with characteristics in common with the targeted word. (*Find two other animals that fly.*)

Same & Different - Students choose another *Picture Card* and then use expressive language to describe similarities and differences of the two objects/animals. (*Say one thing that is the same and one thing that is different about another animal and a bat.*)

Picture Cards

Each *Picture Card* provides a visual cue to help the student with word retrieval. When the teacher reads a prompt, the student finds the matching *Picture Card* and says the word associated with it. Each *Picture Card* has one or two sneakers on the back. Use these “sneaker tokens” to add incentive to game play.

Basic Game Play

Object

To fill the game board with sneaker tokens earned each time a player responds to a prompt correctly.

How to Play

Decide which category you wish to teach (*Animals, Food, Household Objects, School Stuff, and Toys*) and select the color-coded *Game Boards, Prompt Cards, and Picture Cards* that match the category.

Give each player a *Game Board*. Then place the *Picture Cards* faceup in the center of the table so that all of the illustrations are clearly visible.

Shuffle the *Prompt Cards*. Decide which prompt(s) you wish to use for the game (*Riddles, Associations, or Phonemic Awareness*). Read the prompt to Player One, who then finds the matching *Picture Card* and says the word that describes the picture. If the player says the correct word, he/she flips the *Picture Card* to show the sneaker illustration and places it in one of the empty boxes on his/her *Game Board*.

Play continues in turn. The first player to fill his/her *Game Board* with the most sneakers wins.

Game Variations

There are multiple ways to play *Word Joggers™ Junior*. This enables the teacher or therapist to tailor the game to meet students' needs.

- Once a player correctly answers a *Riddle*, *Association*, or *Phonemic Awareness* prompt, try a “Bonus Activity.” Encourage the player to find two other *Picture Cards* that share a common characteristic (*Categorizing*), or have him/her choose another card and say one thing that is the same and different about the object/animal on that card and the one on the *Prompt Card* (*Same & Different*).
- Simplify the game by placing *Picture Cards* for the vocabulary words you wish to target on the *Game Boards* in front of the player(s). Then play the game as described above using only *Prompt Cards* associated with the *Picture Cards* you have chosen. When the player answers correctly, he/she flips the *Picture Card* on his/her *Game Board* to show a sneaker token. The first player to have a *Game Board* filled with the most sneakers wins.
- Have more advanced students respond to prompts without *Picture Cards*. They can still fill their *Game Boards* with sneaker tokens.
- Read different prompt types during the game or offer additional prompts if players get stuck. If a player needs a visual cue, show him/her the illustration on the *Prompt Card*.
- Play the game using only the “Bonus Activities.”
- Use the “Combinations” *Game Board* to mix up categories and increase the difficulty of game play.

Vocabulary Words

Animals	Food	Household Objects	School Stuff	Toys
Bat	Apple	Alarm Clock	Award	Balloon
Bear	Banana	Bed	Bell	Baseball
Bee	Blueberry	Broom	Book	Basketball
Butterfly	Bread	Chair	Book Bag	Beach Ball
Camel	Broccoli	Dishwasher	Bookcase	Bicycle
Cat	Butter	Door	Bus	Blocks
Chicken	Cake	Dresser	Calculator	Checkers
Crab	Carrot	Faucet	Calendar	Dice
Dog	Cereal	Fork	Chalk	Doll
Dolphin	Cheese	Hair Dryer	Chalkboard	Drum
Duck	Cherry	Hammer	Clock	Fishing Pole
Elephant	Chicken	Hose	Computer	Football
Frog	Cookie	Iron	Crayon	Guitar
Giraffe	Corn	Jar	Cubby	Hula Hoop
Goat	Egg	Key	Desk	Ice Skates
Goldfish	Grapes	Ladder	Easel	Jump Rope
Gorilla	Ham	Lamp	Eraser	Kite
Horse	Hamburger	Lawnmower	Flag	Marbles
Kangaroo	Hot Dog	Lightbulb	Folder	Microscope
Ladybug	Ice Cream	Mailbox	Globe	Piano
Lion	Lemon	Microwave	Glue	Pogo Stick
Lizard	Lettuce	Mirror	Homework	Pool
Moose	Milk	Mop	Locker	Puzzle
Mouse	Nut	Nightstand	Lunch Box	Radio
Panda	Onion	Pantry	Marker	Sandbox
Penguin	Orange	Plate	Map	Seesaw
Pig	Pancake	Rake	Notebook	Skateboard
Rabbit	Peach	Refrigerator	Paint	Skis
Raccoon	Pear	Screwdriver	Paper	Sled
Seal	Peas	Shovel	Paper Clip	Slide
Shark	Pie	Sofa	Pen	Soccer Ball
Sheep	Pineapple	Spoon	Pencil	Spinner
Snake	Pizza	Stool	Playground	Swing
Spider	Popcorn	Stove	Report Card	Telescope
Starfish	Potato	Telephone	Ruler	Tent
Tiger	Sandwich	Television	Scissors	Trumpet
Turkey	Soup	Toaster	Stapler	Video Game
Turtle	Spaghetti	Toilet	Tape	Wagon
Whale	Strawberry	Trash Can	Test	Whistle
Zebra	Watermelon	Vacuum	Thermos	Yo-Yo