

# Fluency **Roll 'n Talk**<sup>TM</sup>



**An Open-Ended Dice Game**

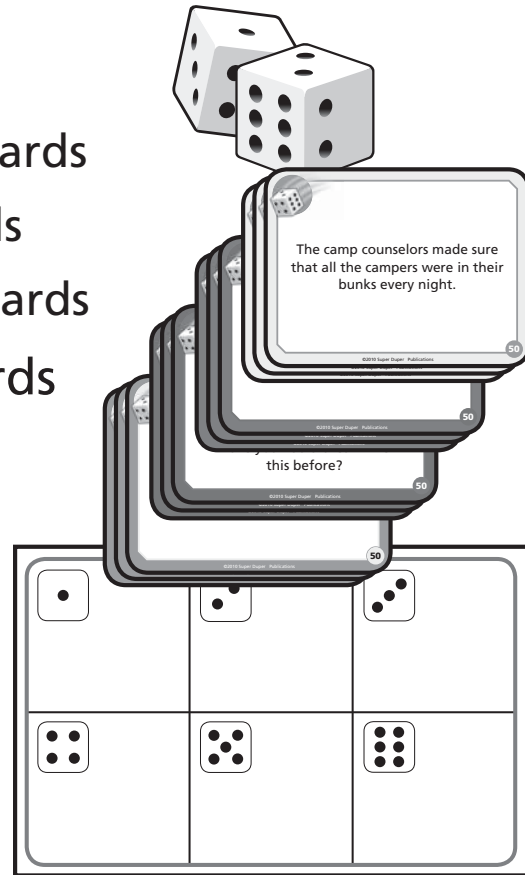
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Grades 2 & Up  
Ages 7 & Up

Roll your way to fluent speech with *Fluency Roll 'n Talk*<sup>TM</sup>, the open-ended dice game for reinforcing students' individual fluency goals. This engaging game provides multiple opportunities for your students to practice speaking at the sentence, multi-sentence, and conversational levels. The Personal Game Boards allow you to individualize each student's treatment goals while playing. Best of all, with 200 cards, you will never run out of things to talk about! *Fluency Roll 'n Talk*<sup>TM</sup> works best with a group (up to six players), but is fun for one-on-one practice too!



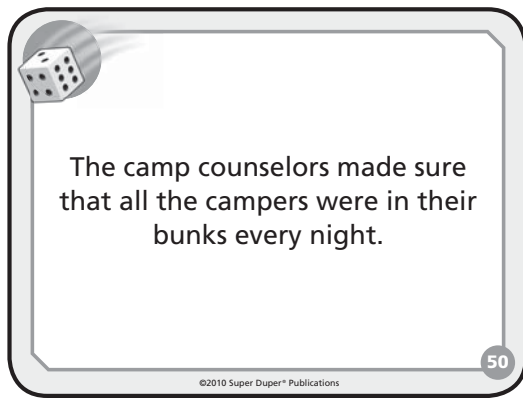
## ***Fluency Roll 'n Talk™* includes**

- 200 *Roll 'n Talk™* Cards
  - 50 *Repeat It* Cards
  - 50 *Sentence Maker* Cards
  - 50 *Talk About...* Cards
  - 50 *Social Situations* Cards
- 6 Personal Game Boards
- 2 Dice with Dice Cup
- 4 Dry Erase Markers
- Sturdy Storage Box
- Instruction Booklet

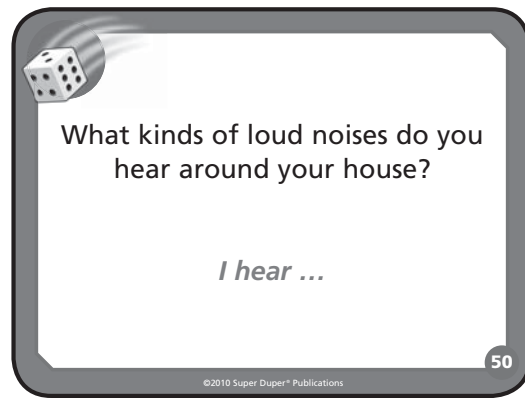


## ***Fluency Roll 'n Talk™* Cards**

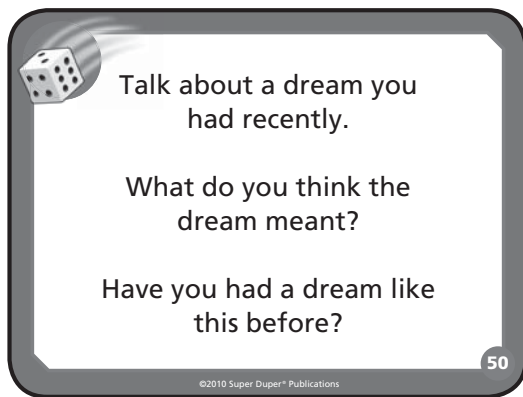
The 200 cards in *Fluency Roll 'n Talk™* give students multiple opportunities to practice fluent speech at the sentence, multi-sentence, and conversational levels. The *Repeat It* Cards and *Sentence Maker* Cards are for practice at the phrase and sentence level. Both the *Talk About ...* Cards and *Social Situations* Cards are for encouraging monologues or dialogues. The *Talk About ...* Cards also include follow-up questions for continuing conversations. You may use all of the cards together, separately, or in any combination based on the skills you are targeting.



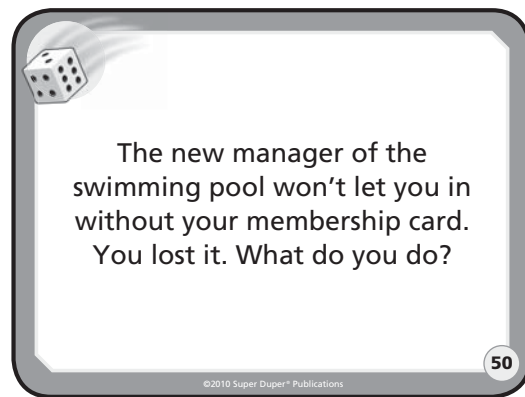
## Repeat It



## Sentence Maker



## Talk About ...



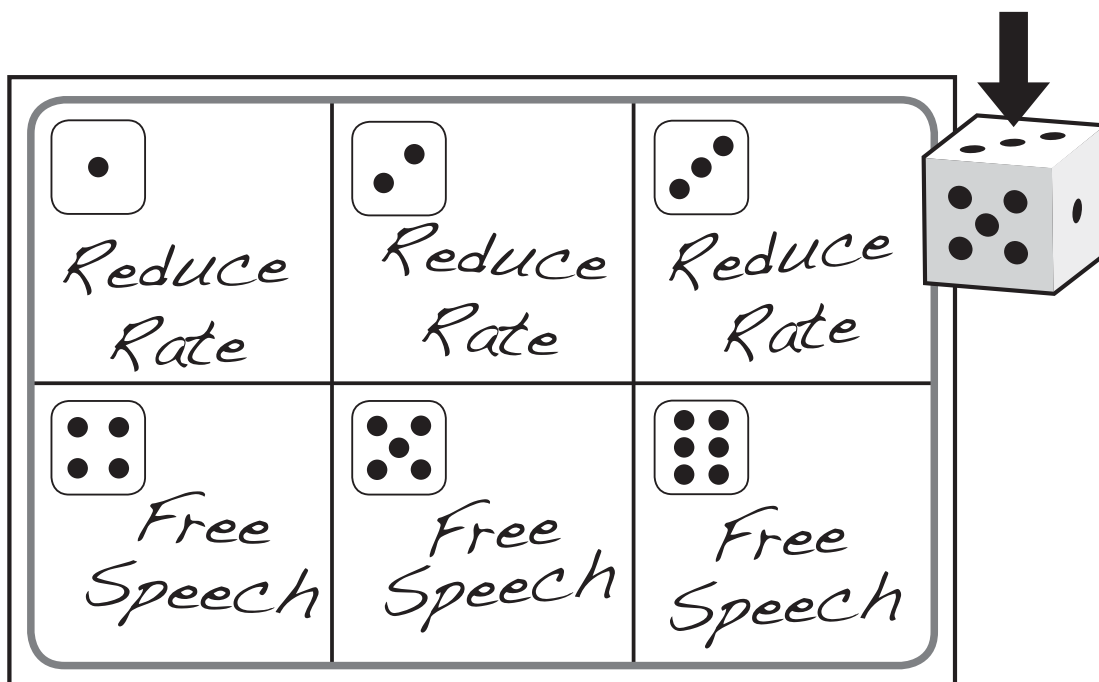
## Social Situations

## Directions for Play

1. Write the skills or strategies you wish to target on each player's Personal Game Board using a dry erase marker. Repeat the strategies as needed to have one skill or strategy written on each line.
2. The players roll the dice and choose a *Fluency Roll 'n Talk™* Card.
3. The players practice the skills or strategies written on their Personal Game Boards that correspond to the numbers they rolled. For example, one player might be practicing reducing rate.

You could write *Reduce Rate* under the first three numbers on the dice card and write *Free Speech* under the other three numbers. Thus the player practices reducing rate every time he/she rolls a one, two, or three and when he/she rolls a four, five, or six, he/she answers the card without using a fluency strategy.

4. Players earn points for each roll of the die. The player with the most points is the winner.



## Personal Game Boards Ideas

- On the game boards, write the strategies that help the student produce fluent speech. If there are only a few, write the strategies multiple times or use the phrase *Free Speech* to indicate that the student should not try to use a strategy.

- Write the types of *Fluency Roll 'n Talk*™ Cards that you want the students to use for practice on the game boards. If there are only a few, write the card names multiple times on the boards.
- Write six of the components of the speech mechanism (diaphragm, lungs, voice box, tongue, lips, teeth, etc.) on the game boards and then have the students explain how each one works after rolling the die. Do not use the cards with this game variation. Students take turns answering. It is OK for more than one student to talk about the same component.
- Write players' names on one of the game boards and have the players take turns rolling the die. If the number on the die matches the name of the player, he/she answers the next card.
- Write phrases that begin with vowels on the game boards and have the students practice Easy Onsets. Sample phrases: every Friday, each morning, ice cream, a very good day, in the morning, open your eyes, etc.
- To practice desensitization, write *Easy Stutter* on three or four of the spaces and *Free Speech* on the others. Have the player practice stuttering when he/she rolls a number that matches the *Easy Stutter* spaces.