



Six Tongue Twisting Language and Articulation Games for S, R, L, S/R/L Blends, SH, TH, CH, G, K, and F Sounds

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Twisto Tommy™ includes:

- Six full-color laminated games on three double-sided 11" x 17" boards.
 - *Twisto Tommy*™ and the Hidden Cave
 - *Twisto Tommy*™ and the Magic Castle
 - *Twisto Tommy*™'s Beach Party
 - *Twisto Tommy*™'s Twirly-Whirly
 - *Twisto Tommy*™'s Mountain Bike Race
 - *Twisto Tommy*™'s Tube Transporter
- Die and Instruction Sheet
- 180 Twister Cards: 20 cards each for S, R, and L (10 in the initial, 5 medial and 5 final position); 10 cards each for S/R/L blends initial position; 15 cards for CH, SH, TH, G, K, and F (10 initial and 5 final position).
- Thirty-six foam *Twisto Tommy*™ markers, six of each color (aqua, purple, orange, green, red and yellow).
- Six pawns (green, red, yellow, blue, purple, and orange).

Introduction

Articulation Game

Twisto Tommy™ is an articulation board game for children ages four and up. The game focuses on later developing sounds S, R, L (including blends), CH, SH, TH, and also includes G, K and F. Each *Twisto Tommy*™ card begins with one word, then two words, then three words, and finally a hilarious, sound-loaded, tongue-tripping sentence. The increasing levels encourage multiple sound repetitions and help the child remember the tongue twisters. At your option, children may practice target sounds in a single position or in multiple positions.

Twisto Tommy™ is also an excellent game for carryover to spontaneous speech or practice at the single word, phrase, or sentence level. The color-coded cards allow for easy identification of target sound levels. Non-readers may imitate the twisters or simply identify the pictures on the cards.

Language Game

Twisto Tommy™ is a wonderful game for targeting auditory recall and phonemic awareness. The increasing levels of difficulty on each card allow the child to begin with simple recall and gradually increase to recalling complex sentences. The fun tongue twisters are sure to maintain everyone's attention. Additionally, the sound-loaded twisters are excellent for improving phonemic awareness.

The *Twisto Tommy*™ tongue twisters cards also have great vocabulary words. The format of the cards provides a fun way to learn new words. In addition, children will improve their reading skills as they practice saying each twister.

Getting Ready to Play

1. Choose any *Twisto Tommy*[™] game board and place it on the table.
2. For articulation, separate the *Twisto Tommy*[™] cards into individual decks of S, R, L, S-blends, R-blends, L-blends, SH, CH, TH, G, K, and F, or separate the individual phoneme decks into smaller decks containing just a single position. For language, choose any cards you like.
3. Choose the deck(s) that the player will use to play the game. For example, all players may be working on the S sound, or each player may be working on a different target sound in a different position.
4. Place each card deck face down on the table next to the game board. If possible, place each deck near the player working on the sound in that target deck.
5. Players receive five *Twisto Tommy*[™] markers of the same color and a matching pawn.

How to Play *Twisto Tommy*[™] and the Hidden Cave, *Twisto Tommy*[™] and the Magic Castle and *Twisto Tommy*[™]'s Mountain Bike Race

Object of the Games: Be the first player to travel around the game board, collect five *Twisto Tommy*[™] markers and arrive at the "Finish."

1. Decide who goes first – choose the player with the closest birthday or the player who guesses the number you are thinking. Players may also roll the die and the one with the highest number goes first.
2. Each of these game boards has five larger white spaces with a picture scene. Players place one of their *Twisto Tommy*[™] markers on each of the five white spaces (see sample set-up sheet). They will use their matching pawn to move around the board.
3. Then, each player rolls the die and moves to the corresponding space. He/She chooses a card from his/her deck and says a tongue twister. He/She may read the entire card or a specific color-coded level. Non-readers or younger players may identify the picture on the card or repeat the tongue twister after someone reads it to them.
4. Players must stop at each larger white space regardless of what they roll. (For example, if a player rolls a three and he/she is only one space from the larger picture space, then he/she would stop at that picture, draw a card, and say a twister. The player does not move from this space until his/her next roll.)
5. Each player collects a matching marker at each white space after saying their twister.
6. Play ends when the first player reaches "Finish" with five matching markers.

How to play *Twisto Tommy*[™]'s Twirly-Whirly

Object of the Game: Ride the Twirly-Whirly and be the first person to collect five *Twisto Tommy*[™] markers.

1. Decide who goes first - choose the player with the closest birthday or the player who guesses the number you are thinking. Players may also roll the die and the one with the highest number goes first. Play proceeds clockwise.
2. Players place five of their markers in the center of the Twirly-Whirly and a matching pawn on "Start." If there are more than four players, the teacher/parent may want to keep the markers.

3. The first player rolls the die. He/She moves his/her matching pawn clockwise to the Number 1, 2, or 3 Car based on the number shown on the die. Then, he/she draws a card and says a twister. He/She may read the entire card or a specific color-coded level. Non-readers or younger players may identify the picture on the card or repeat the tongue twister after someone reads it to them. All other players proceed the same way.
4. On the next turn, the player rolls the die and moves clockwise to the Number 1, 2, or 3 Car based on the number he/she rolled. (For example, if player is on Car 1 and Rolls a three, the player moves to Car 3.) Then, he/she draws a card and says a twister. Each time a player passes "Start" while moving to the Number 1, 2, or 3 Car, he/she receives a marker.
5. Play ends with the first player retrieving all of his/her markers.

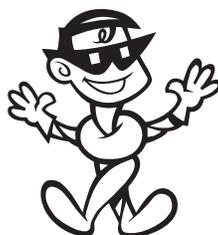
How to play *Twisto Tommy*'s Tube Transporter

Object of the Game: Be the first player to transport all his/her *Twisto Tommy*™ Markers through the Transporter Tube.

1. Decide who goes first - choose the player with the closest birthday or the player who guesses the number you are thinking. Players may also roll the die and the one with the highest number goes first.
2. Players select up to six markers. Players do not use a pawn in this game. Teachers/Parents decide how many markers each player will receive. For a shorter game, use one to three, and for a longer game use four to six.
3. Players start by placing one marker at the Home Base Transporter Tube that matches their marker.
4. Then, the first player rolls the die and moves ahead to the corresponding space. He/She draws a card and says a twister. He/She may read the entire card or a specific color-coded level. Non-readers or younger players may identify the picture on the card or repeat the tongue twister after someone reads it to them.
5. Once the player's marker reaches the Space Station, the player starts at the Home Base again with a new marker.
6. The first player to transport all his/her markers to the Space Station wins.

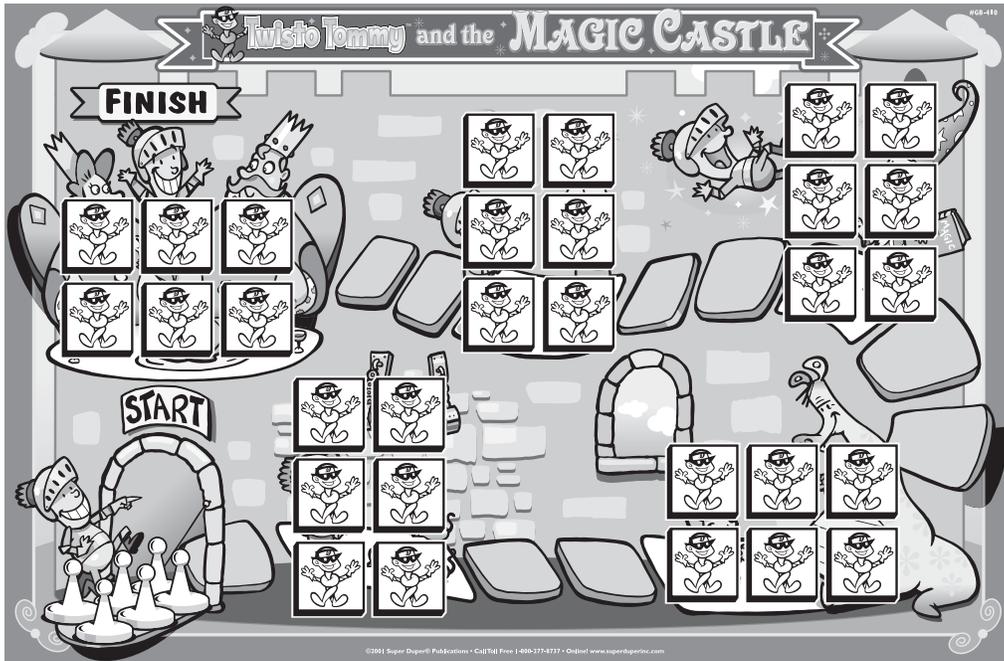
Game Variations

- For a faster game, have the players just say the twisters after collecting a marker.
- Allow the player to choose one of the twisters from his/her target deck. Give him/her time to memorize it. The player then recites the twister at each turn according to the number he/she rolled on the die. Once the player is able to say the twister without errors, give him/her another card.
- Use the twister cards without the game board. For extra fun, have the player say the twister as fast as he/she can at least three times in a row without any errors. Increase the number of times the player has to say the twister.
- Allow the players time to memorize a twister. Have a contest to see who can say his/her twister the most times with no errors.



Set-Up

To set-up Magic Castle, Mountain Bike Race, Hidden Cave, or Beach Party, place the Twisto Tommy™ markers on the “white spaces,” as shown below. Players put pawns matching the color of the markers at the Start space.



Play

As players land on the “white spaces,” they receive a marker that matches the color of their pawn. Gradually the pictures on the spaces “appear.” First to reach the Finish and get all his/her markers wins!

