Materials included in this kit:

- 12 full-color, laminated games on six 11” X 17” boards. Game boards are double sided for a total of 12 games.
- 6 player tokens.
- A die.
- An Instruction Booklet.

Game Boards Included:

<table>
<thead>
<tr>
<th>Board # and Name</th>
<th>Target</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Groovy Groceries</td>
<td>Regular Plurals</td>
</tr>
<tr>
<td>2. Irregular Island</td>
<td>Irregular Plurals</td>
</tr>
<tr>
<td>3. Job Fair</td>
<td>Noun Derivation</td>
</tr>
<tr>
<td>4. Sunny Day Fun</td>
<td>Adjective Derivation</td>
</tr>
<tr>
<td>5. Fun on the Farm</td>
<td>Present Tense, third person</td>
</tr>
<tr>
<td>6. Welcome to the</td>
<td>Noun-Verb agreement with “is/are”</td>
</tr>
<tr>
<td></td>
<td>“Is” and “Are” Playground</td>
</tr>
<tr>
<td>7. Circus Tense</td>
<td>Regular Past Tense</td>
</tr>
<tr>
<td>8. Construction Junction</td>
<td>Irregular Past Tense</td>
</tr>
<tr>
<td>9. Sports Talk!</td>
<td>Noun-Verb agreement with “has/have”</td>
</tr>
<tr>
<td>10. Bring Your Pet to School</td>
<td>Possessive Nouns</td>
</tr>
<tr>
<td>11. Under the Stars</td>
<td>Passive Tense</td>
</tr>
<tr>
<td>12. City Scene</td>
<td>Comparatives and Superlatives</td>
</tr>
</tbody>
</table>
General Instructions

• Choose a game board that focuses on the grammatical structure that you want to teach. You can use the Additional Activity or Alternative Cue suggestions in your game booklet as desired.

• Use the die to determine how many spaces the student will move.

• Each player proceeds in turn until one player reaches the finish line. An exact roll may or may not be required to win, as determined by the SLP/Teacher or vote of the group. No student is penalized for an incorrect answer but is encouraged to do his or her best. The SLP/Teacher may modify instructions or level of cueing so that the student reaches some level of success.

• Players may turn around and go back from finish to start or return to the start and play again.
Stimulus: Have the student name the objects pictured on the game board space.

Target

1. Lemons
2. Tomatoes
3. Peas
4. Lightbulbs
5. Hamburgers
6. Eggs
7. Hot Dogs
8. Grapes
9. Cups
10. Batteries
11. Pretzels
12. Muffins
13. Pizzas
14. Napkins
15. Cookies
16. Carrots
17. Apples
18. Paper Towels
19. Buns
20. Pears
21. Crackers
22. Mops
23. Doughnuts
24. Potatoes
25. Popsicles
26. Bananas
27. Sodas
28. Potato Chips
29. Pots

Additional Activity: Use “Groovy Groceries” to target classification skills (fruits, vegetables, household items, etc.) or to develop expressive skills through description, e.g. “A carrot is an orange vegetable that is long and crunchy.”

Alternative Cue: Use a sentence completion cue if needed, e.g. “I have one apple, you have two __________.”
Stimulus: Have the student name the objects pictured on the game board space.

Target

<table>
<thead>
<tr>
<th>1. Sheep</th>
<th>15. Tooth</th>
</tr>
</thead>
<tbody>
<tr>
<td>2. Leaves</td>
<td>16. Die</td>
</tr>
<tr>
<td>3. Foot</td>
<td>17. Goose</td>
</tr>
<tr>
<td>4. Woman</td>
<td>18. Mouse</td>
</tr>
<tr>
<td>5. Children</td>
<td>19. Sheep</td>
</tr>
<tr>
<td>7. Dice</td>
<td>21. Feet</td>
</tr>
<tr>
<td>8. Loaves</td>
<td>22. Deer</td>
</tr>
<tr>
<td>9. Fish</td>
<td>23. Man</td>
</tr>
<tr>
<td>10. Wolves</td>
<td>24. Teeth</td>
</tr>
<tr>
<td>11. Geese</td>
<td>25. Fish</td>
</tr>
<tr>
<td>12. Men</td>
<td>26. Loaf</td>
</tr>
<tr>
<td>13. Leaf</td>
<td>27. Wolf</td>
</tr>
<tr>
<td>14. Women</td>
<td>28. Mice</td>
</tr>
</tbody>
</table>

Additional Activity: Use “Irregular Island” to target noun-verb agreement, e.g. “The fish is swimming” versus “The fish are swimming.” May also be used for sentence production.

Alternative Cue: Use a sentence completion cue if needed, e.g. “There is one sheep, there are two __________.”
**Stimulus**

1. A person who paints is a _________.
2. A person who sings is a _________.
3. A person who bakes is a _________.
4. A person who fights fires is a _________.
5. A person who surfs is a _________.
6. A person who teaches is a _________.
7. A person who pitches is a _________.
8. A person who acts is an _________.
9. A person who dances is a _________.
10. A person who welds is a _________.
11. A person who sails is a _________.
12. A person who runs is a _________.
13. A person who waits on tables is a _______.
14. A person who programs computers is a _______.
15. A person who skates on ice is an _______.
16. A person who moves furniture is a _______.
17. A person who keeps up the zoo is a _______.
18. A person who makes dresses is a _______.
19. A person who builds things is a _______.
20. A person who works in a factory is a _______.
21. A person who works in a garden is a _______.
22. A person who drives a bus is a _______.
23. A person who plays football is a _______.
24. A person who farms is a _______.

**Target**

painter
singer
baker
firefighter
surfer
teacher
pitcher
actor
dancer
welder
sailor
runner
waiter
computer programmer
ice skater
mover
zookeeper
dressmaker
builder
factory worker
gardener
bus driver
football player
farmer

**Additional Activity:** Use “Job Fair” to target job function, “A gardener plants flowers,” or to name related equipment “A gardener uses a hoe and a watering can.”

**Alternative Cue:** Ask the student a “Who” question, e.g. “Who paints?” You may also try an alternative sentence completion task, e.g., “If you sing a song you are a ______.”