

Merry-Go-Sound® Game

for S, R, L, SH, CH & TH

by Theresa A. Corino, Molly DeShong, and Thomas Webber

Materials included in this kit:

- A colorful, sturdy, 16" x 16" game board.
- 432 *Merry-Go-Sound*® Articulation Cards, with 24 cards each for the initial, medial, and final positions of S, R, L, SH, CH, and TH. Each card has a choice of word, phrase, and sentence.
- 24 *Merry-Go-Sound*® Bonus Cards.
- 6 game pawns in assorted colors.
- Die.
- Instructions with game ideas inside box cover.

Introduction:

Merry-Go-Sound® is a game that facilitates articulation practice on a variety of levels (word, phrase, and sentence) in an enjoyable way. Students of a wide range of ages and grades can play this game, which is important to professionals who service multiple age groups and/or grade levels.

Non-readers as well as readers can play *Merry-Go-Sound*®. Non-readers can practice their articulation and auditory memory skills as they repeat words, phrases, and sentences. Readers can practice their articulation and oral reading skills as they read the words, phrases, and sentences aloud. All students will have the opportunity to build their oral vocabulary skills while having fun.

In playing the game, all students can practice the same sound, or the game can be customized so that each student practices a different sound.

Object of the game:

To be the first player to reach the *Merry-Go-Sound*® ride by correctly saying or repeating target words, phrases and/or sentences.

Getting ready to play:

- Separate all of the *Merry-Go-Sound*® Articulation Cards into individual decks of S, R, L, SH, CH, and TH.
- The therapist may also further separate the individual phoneme decks into smaller decks containing just the initial, medial, and final positions of that sound.
- Separate the *Merry-Go-Sound*® Bonus Cards into a deck.
- Place the game board and die on a table. Put the *Merry-Go-Sound*® Bonus Cards in the *Merry-Go-Sound*® Bonus Box located on the game board.
- Have each player choose a pawn. Place the pawns at the Ticket Booth starting point.
- The therapist should choose the deck(s) that the students will use in playing the game. The deck(s) chosen may vary. (For example, if all students playing the game are working on the S sound in any position, the therapist should choose all of the S cards. On the other hand, if one student is working on initial R, and a second student is working on final S, the therapist should choose the initial R deck and the final S deck only.)
- Each target deck chosen should be placed facedown on the table next to the game board. If possible, the deck should be placed near the child working on the sound in that target deck.
- The therapist chooses the target level (word, phrase, or sentence) for each player prior to the start of the game. (For example, if all players are working at the word level, the therapist will instruct the children to read/say aloud the word on the Articulation Card. If, on the other hand, players are working at different levels, the therapist may instruct one student to read/say aloud the word, a second student to read/say aloud the phrase, and a third student to read/say aloud the sentence on the card. Please note that the word, phrase and sentences have been color-coded to assist in game play—words can be the “blue game”; phrases can be the “pink game”; and sentences can be the “green game.”)

How to play:

1. All players roll the die. The player with the highest number takes the first turn. Play proceeds to the left.
2. First player rolls the die and moves the number of spaces shown. If player lands on a colored space, he/she picks up an Articulation Card. Player says or repeats the word, phrase and/or sentence on the card in accordance with the target level desired by the therapist. If player lands on a *Merry-Go-Sound*® space, player picks up a *Merry-Go-Sound*® Bonus Card and follows the instructions on the card.
3. Play then passes to the next player on the left. Second player rolls the die and follows the same directions as above.
4. Play continues in turn until a player reaches the *Merry-Go-Sound*® ride. The winning player does not have to have an exact roll to win the game.

Game variations:

- The Articulation Cards may be used separately from the game board to practice target words, phrases, and sentences.
- Students may create their own phrases and/or sentences for the words provided.



©2000 Super Duper® Publications
www.superduperinc.com
Call 1-800-277-8737 • Fax 1-800-978-7379