Cincinnati Children's Hospital Medical Center
Division of Speech Pathology

Home Program GAMES handout to promote ACTIVE LISTENING

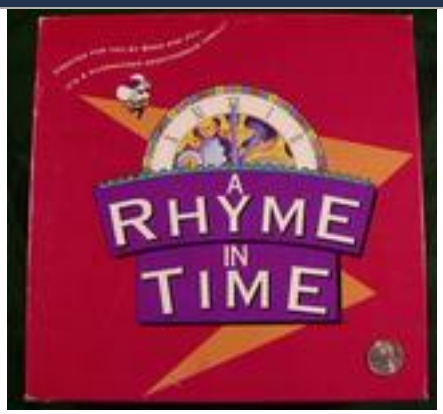
1. A RHYME IN TIME:

Book = **A Rhyme in Time: Rhythm, Speech Activities and Improvisation for the Classroom by Doug Goodkin** (available online for approx. $12 – designed for music teachers) This book contains rhymes (familiar and non familiar nursery rhymes, some in Spanish) with music and activities. SLP says/sings a rhyme changing the rhythm, pitch or frequency.

This task requires patient to use frequency discrimination and auditory closure skills (e.g., if you have a list of 4 rhyming words and then leave out one word and have the child fill in the blank).

Also available is a board game:

Information



Browse 3 Images »
[Buy an Ad] [View All]

Designed By:	N/A
Published By:	Poet And Didn't Know It Co.
# of Players:	2 - 8
Playing Time:	120 Minutes
Mfg Suggested Ages:	[Edit]
Category:	Party Game Music
Mechanics:	Voting Co-operative Play Roll and Move Singing
Other Names:	N/A

Description: A party game along the lines of Pictionary. Only this time, as you move around the board, you or your team have to complete rhymes in different ways.

In the first, you are given a word (HAM, for example) and have to create a four line rhyme: Have you seen my brother Sam? Lately he's been such a ham. He was desperate for money, and in a jam. So he went on a comedy show dressed as madame.

Players then vote on whether you told a good story. If you did, keep going. If not, pass your turn. Other challenges include making a rhyme using 4 of 6 given words, an all play category where everyone takes turns rhyming a particular word until someone can't, and the last which requires you recall two line rhymes from literary or musical works (If you step on a crack, you'll break your mother's back, or, All the way with LBJ). It ends by answering a challenge given by your opponents.

Auditory Processing or Related Skill = speech sound discrimination, auditory closure

2. BATTLESHIP:
Board game for children 8 years old and up.

Description: The game is played on four square grids, two for each player. The grids are typically square—often 10×10—and the individual squares in the grid are identified by letter and number. On one grid the player arranges his own ships and records the shots by the opponent. On the other grid, the player records his own shots.

Before play begins, each player arranges a number of ships secretly on the grid for that player. Each ship occupies a number of consecutive squares on the grid, arranged either horizontally or vertically. The number of squares for each ship is determined by the type of the ship. The ships cannot overlap (i.e., at most one ship can occupy any given square in the grid). The types and numbers of ships allowed are the same for each player. These may vary depending on the rules.

After the ships have been positioned, the game proceeds in a series of rounds. In each round, each player has a turn. During a turn, the player announces a list of target squares in the opponents' grid which are to be shot at. If a ship occupies one of the squares, then it takes a hit. When all of the squares of a ship have been hit, the ship is sunk. After the target list has been given, the opponent then announces which of his ships have been hit. If at the end of a round all of one player's ships have been sunk, the game ends and the other player wins. If all of both players ships are sunk, the game ends in a tie.

The number of target squares that a player may shoot at in a given turn is determined by the condition of the players' own ships at the beginning of the round. Each player has many shots as he or she has vessels afloat in each turn. Thus each time a player's ship is entirely destroyed, that player has one fewer shot on all subsequent turns.

Variations: Many variations in the basic rules are possible, including the sizes of the grids, the numbers and sizes of the ships, the numbers of shots allowed, whether or not to declare when a ship has been sunk, and when hits are announced. Some of the variants simplify the game, which is useful for younger players or people with difficulties. If the game ends early, with both players having sunk the same number of ships, the player who sank the largest ship, or collection of ships wins. (For example, if each player sank 3 ships, and player one sank three small ships, and player two sank 3 larger ships, player 2 will win.)

This is a higher level language task and can be modified to include an auditory processing component (i.e., speech discrimination). The SLP could add a final

consonant to the letters that are called (e.g., instead of "A, 1" say "Ape, 1" "Abe, 1", "Ate, 1" etc). Changing the final sound and then having the child repeat it back to you makes it a discrimination task. It could also be a binaural task if the SLP is in the observation room and presents the auditory information using an EduLink in the child's left ear. Auditory Processing or Related Skill = active listening, visual patterning, and integration.

3. BLIND MAN'S BLUFF:

Description: This is a children's game played in a spacious enclosed area, such as a large room, in which one player, designated as It, is either blindfolded or closes his or her eyes. The It player gropes around blindly and attempts to touch the other players without being able to see them, while the other players scatter and try to avoid and hide from the It player, sometimes teasing him/her to make him/her change direction. The game is a variant of tag.

There are several versions of the game:

In another version, whenever any player is tagged by It, that player is out of the game. The game proceeds until all players are out of the game, at which point another round of the game starts, with either the first player or the last player to be tagged becoming the next It player.

In yet another version, It feels the face of the person tagged and attempts to identify the person, and only if the person is correctly identified does the person become It.

A children's game similar to blind man's bluff is Marco Polo, with the main difference being that Marco Polo is played in the pool and the one that is "it" calls out Marco to which the other players reply Polo and as such give up their positioning by the use of their voice making it easier for the person who is it to go in the right direction.

This game targets localization and binaural interaction if one ear is occluded or an EduLink is used and the SLP is out of the room (would need a helper as the child is blindfolded). This game could be modified to target auditory discrimination and localization by adding environment noises (e.g., What's that Sound tape or a tape of cartoon voices) in different places throughout the room and having the child walk toward the sound and describe it.
Auditory Processing or Related Skill = localization, binaural integration.

4. BOBIT/BOBIT EXTREME:

Description: Recommended Age: 8 - 12 years
This is an electronic toy that challenges response time to pull, twist, and bop different parts of the toy. The extreme version adds two more tasks, more sounds, and a taunting, smart-aleck announcer who directs the game. As you get better, the game moves faster until you miss a beat and lose, accompanied by a fair amount of noise and ridicule from the toy. People who don't think they'd ever want to play Bop It Extreme won't be able to put it down; it instills a compulsive need to bop till you drop. It can be played in a group and makes a good party game.

There are 3 ways to play this electronic talking game – alone, head to head, or with a group. It is good for auditory memory but the game can not be slowed down or modified so it may not be useful for therapy purposes.
Auditory Processing or Related Skill =integration and vigilance.

5. BRAIN WARP:

Information

Browse 1 Images »

Designed By:	(Uncredited)
Published By:	Tiger Electronics
# of Players:	1 - 6
Playing Time:	15 Minutes
Mfg Suggested Ages:	10 and up [Edit]
Category:	Electronic Action/Dexterity

Ad sponsored by: BoardsAndBits

	Memory
Mechanics:	Memory
Other Names:	N/A

– Description:

Brain Warp is an electronic memory game with voice commands. It is shaped like a sphere with 6 knobs sticking out of it. The knobs all have different colors and are numbered 1-6. There are 6 different games to play. In the first game, the voice calls out a color and the player must quickly rotate the Brain Warp until the color called is facing upward. The next game is the same only it uses the numbers. Other games include: colors and numbers, combinations of colors and numbers, code buster, and a passing game in which players add to an ever growing sequence. The Brain Warp calls out the winner at the end of each game.

It was felt that this game may be frustrating for therapy purposes as the tones get faster and faster with each level. The speed can't be modified. May be more suitable for junior high or high school age clients.
Auditory Processing or Related Skill =integration, vigilance, problem solving.

The game is played in two teams. The goal is to get your team to say the word displayed in the disc. One member of a team starts the timer and tries to get his or her team to guess the displayed word. A clue-giver can make any physical gesture and give almost any verbal clue. However, one may not say a word that **rhymes** with the word, give the **first letter** of the word, say the number of syllables, or **say part of the word** in the clue (e.g. "worry" for "worry wart"). When the team guesses correctly, the other team takes its turn. Play continues until the timer runs out. The team not holding the disc when time runs out scores a point. They also have one turn to guess the word that the other team did not guess. A correct answer earns a bonus point. The first team to seven points wins.

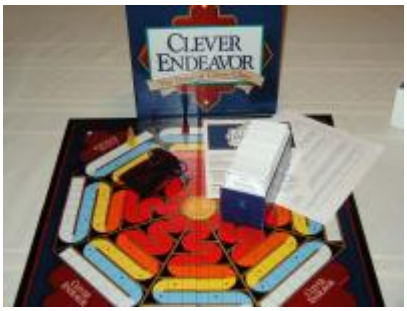
Electronic version (shown above)

The modern version, also known as **Electronic Catch Phrase** is an electronic game (in a device similar in appearance to the original version) with integrated word list, timer and scoring. The game unit has a dot-matrix LCD screen to display words, and buttons to start the timer, advance play, and assign points to teams.

Recently, a second edition of the electronic game was released, featuring a backlit LCD screen, a visual score display rather than the auditory score system, and a redesigned overall game look.

Teams consist of every other person. Timer gets faster and faster. Similar to Password. Good for group therapy.
Adult game - No junior high version available. Auditory Processing or Related Skill =integration, vocabulary
Development, output.

7. CLEVER ENDEAVOR:



Designed By:	N/A
Published By:	MindGames, Inc.
# of Players:	2 - 8
Playing Time:	45 Minutes
Mfg Suggested Ages:	12 and up [Edit]
Category:	Trivia

Description: Clues are read from the cards while players try to guess what they are referring to. First player to the center of the board wins.

This game is similar to 20 questions. It involves solving mystery puzzles. It is more of a language processing task unless presented with background noise.
Auditory Processing or Related Skill = metalinguistic strategies, critical listening.

8. **FEELY BAG:** *(similar to Ned's Head) or Photo Object Beginning Lotto - Initially it's a language task. The child takes each item midline with both hands and hold object and describes its texture, size, and shape and put it in bag. Then have the child reach in without being able to see the objects and choose one and describe what they are touching. Use left hand to make it a binaural task.*

Another variation = Verfuhltnochmal! –This game has one bag for each item. Sensory loaded/language processing.

To make this task an auditory binaural integral task, the SLP will have the information presented into the left ear only. SLP is in the other room (using an Edulink) with feely bag describing each object and then telling the child to find the card and put it on slot #1.

Auditory Processing or Related Skill =interhemispheric communication.

Ned's Head

9. **MAD GAB:** Game by Mattel. Ages: 10 or older.

Published By:	Patch Products Mattel
# of Players:	2 - 12
Playing Time:	45 Minutes
Mfg Suggested Ages:	10 and up [Edit]
Category:	Word Party Game

Description:

Read a group of simple words aloud, like "ASK RUDE ARRIVE HER". Do you "hear" the answer? Try saying them again. Sound familiar? Quick, the timer's tickin'. Did you hear yourself say "A Screwdriver"?!

You and your teammates have 30 seconds to sound out three puzzles. Guess right and snatch that card! Miss it and the other team can steal the point!

O.K., the timer is set, the card flipper is loaded, and everyone's ready for a laugh riot! Just remember, that when it comes to scoring points in MAD GAB...

"It's Not What You SAY, It's What You HEAR!"

Traditional game requires at least 2 teams and each team has 2 minutes to sound out three puzzles. The puzzles, also known as mondegreens, contain small words that, when put together, make a word or phrase. Good game if child has temporal patterning intact. For younger kids, you could adapt it to an auditory closure task.

Auditory Processing or Related Skill = temporal patterning, metalinguistic skills.

10. MUSICAL CHAIRS:

Description: Musical chairs is a game played by a group of people (usually children), often in an informal setting purely for entertainment such as a birthday party. The game starts with any number of players and a number of chairs one fewer than the number of players; the chairs are arranged in a circle (or other closed figure if space is constrained; a double line is sometimes used) facing outward, with the people standing in a circle just outside of that. A non-playing individual plays recorded music or a musical instrument. While the music is playing, the players in the circle walk in unison around the chairs. When the music controller suddenly shuts off the music, everyone must race to sit down in one of the chairs. The player who is left without a chair is eliminated from the game, and one chair is also removed to ensure that there will always be one fewer chair than there are players. The music resumes and the cycle repeats until there is only one player left in the game, who is the winner.

Good for group therapy. This game can adapted by playing conversation instead of music and having the child stop when they hear a key word or phrase. The child could also listen for volume change. This game could be used for training metalinguistic cues in the following ways: 1) Listening for silence in a sentence – where there would be a pause. 2) Listening for intensity/temporal changes. 3) Listening for a key word in a paragraph (vigilance test).

Auditory Processing or Related Skill = vigilance.

11. NAME THAT TUNE:

Description: **Game Play:** Two contestants competed, a returning champion and a challenger in the daytime edition. Round One was a simple best three-out-of-five competition in naming tunes, where the two players would run to ring a ship's bell when they knew the tune the orchestra was playing. (This was a holdover from the 1950s version, and eventually was replaced with a lockout buzzer.) The show occasionally used "The Money Tree" instead, where one contestant started pulling dollar bills from a tree-like device while the other contestant tried to name a tune, with the contestant who had the least money pulled from their tree win the round.

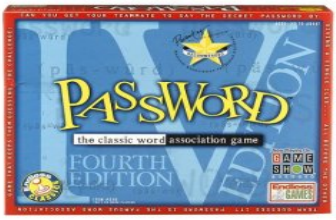
Round Two was "Melody Roulette," in which the host spun a wheel determining the dollar value of the tune before it was played. Round Three was "Bid a Note," where contestants could hear a maximum of seven notes before naming the tune, and bid each other downward to determine who needed the fewest notes to name the tune.

The first and second rounds were worth ten points apiece, and the third round was worth twenty. If the contestants tied after the first two rounds (two tunes apiece, with neither one knowing one tune), they each received five points. The winner of each round also won a prize. The contestant with the most points at the end won the game. If they were still tied, one final tune was played and the first to identify it correctly was the winner.

End Game: In the "Golden Medley," the champion had 30 seconds to identify seven tunes. They won prizes for every tune they did name, to a maximum of $2,000 in the daytime version, more in the evening version. Contestants could pass on any tune, and a wrong identification ended the game.

Auditory Processing or Related Skill = interhemispheric transfer of function. Modify by playing stimulus in one ear – occlude right ear. Play music in sound field. Start with nursery rhymes or common songs. Could then play with familiar/popular music. Good game for families to play at home with kids.

13. PASSWORD:



Descriptions: 4 or more Players. Ages 12 & up

Each team is composed of one 'A' and one 'B' player. The A's (two) sit side-by-side facing their 'B' partners. A's start as givers of clues on the word list. Both 'A' players look at the same Password in their card holder. The object of the game is to score points by guessing the correct Password from one word clues given by partner.

Auditory Processing skill = vocabulary building, metalinguistic skills.

14. RED LIGHT- GREEN LIGHT:

Description: In this game, one person plays the "stop light" and the rest try to touch him. The stop light faces away from the line of kids and says "green light." Then the kids are allowed to move toward the stop light. At any point, the stop light says "red light!" and turns around. If any kids are caught moving, they are out. The stop light wins if all the kids are out before anyone is able to touch him. Otherwise, the

first player to touch the stop light wins the games and becomes the "stop light" for the next game.

Auditory Processing or Related Skill = vigilance, active listening. This game could be modified by using rhyming words or voiced/voiceless sounds as the stimulus. SLP could use carpet squares in circle in group therapy setting. May be helpful to use Edulink to clarify signal of rhyming words.

15. SCATTEGORIES:

Scattergories

Scattergories Game Milton Bradley Hasbro Games.

Scattergories, the classic fast-thinking categories game.

Players try to match categories using words that start with the same letter.
Ages 12 to Adult. 2-6 Players.

It's a word game of categories where all your answers have to begin with the same letter. For instance, you roll the big 20 sided die and it comes up with the letter "R". Then fill in a word beginning with the letter "R" for each of the 12 categories like: An ice-cream flavor. A president. A thing you find in the refrigerator. And so on until the buzzer sounds after 3 minutes. Then, compare your answers to the groups. Duplications score nothing, but original answers will get you a point.

Child needs to be able to write to play this game. Modifications: 1) Background noise could be added. 2) Could target binaural integration if SLP is in another room with Edulink and the child writes down the category that SLP states – e.g., "things you see in Africa" and the child writes down 3 things. SLP presents multiple categories. Auditory Processing or Related Skill: vigilance, vocabulary building, metalinguistic strategies.

16. SCRABBLE-

Scrabble	
A game of Scrabble in progress	
Players	2-4
Age range	8+
Setup time	2-5 minutes
Playing time	NSA tournament game: ~50 minutes
Random chance	Medium
Skills required	Counting, Strategy, Vocabulary, Spelling

Description: **Scrabble** is a popular word game and board game in which 2 to 4 players score points by forming words from individual lettered tiles on a 15-by-15 game board. The words are formed across and down in crossword fashion and must appear in a standard dictionary.

Auditory Processing or Related Skill = integration, linguistic skills, visual patterning. This game may be useful for parents to play with child as "homework." Not necessarily a useful auditory processing task for therapy.

17. SIMON:

Simon is an electronic game manufactured and distributed by Milton Bradley

Description:

The game unit has four large buttons, one each of the colors red, blue, green, and yellow. The unit lights these buttons in a sequence, playing a tone for each button; the player must press the buttons in the same sequence. The sequence begins with a single button chosen randomly, and adds another randomly-chosen button to the end of the sequence each time the player follows it successfully. Gameplay ends when the player makes a mistake or when the player wins (by matching the pattern for a predetermined number of tones).

Auditory Processing or Related Skill = auditory - visual patterning. This game may be too fast for discrimination. It could be used for auditory memory of pure tones. Also, it is a good lead into an auditory memory task – could be used as a precusor. Good for a 5 minute warm up, vigliance task.

18. SIMON SAYS:

Description: Simon says is a game for three or more players (most often children). One of the people is "it" – i.e., Simon. The others must do what Simon tells them to do when asked with a phrase beginning with "Simon says". If Simon says "Simon says jump.", the players must jump (players that do not jump are out). However, if Simon says simply "jump", *without* first saying "Simon says", players do not jump; those that do jump are out. In general, it is the spirit of the command, not the actions that matters; if Simon says "Simon says touch your toes.", players only have to show that they are *trying* to touch their toes. It is the ability to distinguish between valid and invalid commands, rather than physical ability, that matters here.

It is Simon's task to try to get everyone out as quickly as possible, and it is every one else's job to stay "in" for as long as possible. The last of Simon's followers to stay in wins (although the game is not always played all the way through).

Auditory Processing or Related Skill = vigilance, active listening. This game could be modified by adding background noise or using the camera for binaural integration task with the SLP using the Edulink in observation room.

19. TABOO:

Description: **Taboo** is a word guessing party game commercially available from Hasbro. The object of the game is for a player to have their partner guess the word on their card without using the word itself or five additional words listed on the card. Ages 12- Adult. Recommended for 4 or more players.

Auditory Processing or Related Skill = vocabulary building, metalinguistic strategies. This game is good for language therapy and building word finding and describing skills. It could be modified by adding background noise once child has success without noise present.

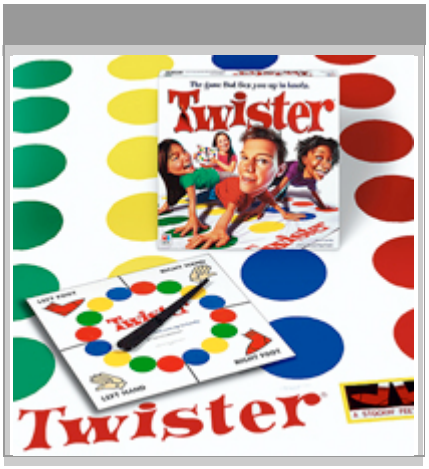
20. TELEPHONE GAME:

Description: Children sit in a circle on the floor. The leader whispers a sentence into the first child's ear. Then, that child will whisper the sentence into the next child's ear and so on. Continue the game until the last student has heard the sentence. He/she will then say the sentence out loud. The sentence won't be the same as the leader's original one.

Auditory Processing or Related Skill =attention, active listening, discrimination. This is a good game for group therapy. It could be modified to target binaural component by having the SLP in the other room with an Edulink. The lead person is given the target sentence. The lead person then passes the information into the child's weaker ear. The message will then continue around the circle and the last person reveals the sentence.

Do not use background noise with the game because children are speaking in a whisper.

21. TWISTER:



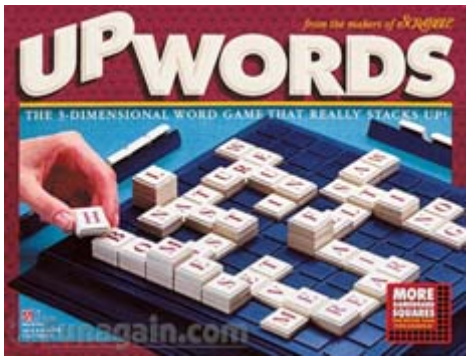
Description:

- Uproarious classic game of physical skill
- A spinner tells players where on the mat to place their hand or foot
- Develops skills in balance, coordination, and color identification
- For 2 to 4 players
- Ages 6 and up

This game could be modified by starting in a quiet room and targeting auditory decoding skills and then background noise could be added. SLP could also modify that plastic sheet by taking out the color component and adding pictures or minimal pair words on the circles(e.g., pin/bin) and then having the find the word that is said outloud. Auditory Processing or Related Skill =integration, critical listening.

22. UpWords

Upwords



Description:

Upwords, the 3-dimensional word board game that really stacks up! Players stack letters higher and higher to build layers of crosswords for the most points.

Auditory Processing or Related Skill =integration, visual closure. This task may be appropriate for "homework." Have child give 2 words that rhyme.