

Speech and Language Therapy

## **Giving Information**

### **Lesson 13 of 14 on Using Language**

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# Giving Information Games - How to play!

The **speaker** gives information to the **listener**.

The listener **follows the instructions**.

The listener can ask for more information if they need it.

Can be played in pairs or bigger groups with more listeners.

When the barrier is removed everyone should have the same result!



## Map it out!

Use or design your own.

Put some key landmarks on it and label important things like the road.

Give instructions to 'end up' at a destination!

Do you and the listener end up at the same place?

## Draw it

Both you and your adult will need some paper and coloured pens.

Place a barrier between you.

The speaker gives an instruction.  
E.g. draw a green circle.

The listener draws the picture.

Start simple, but work up to more testing instructions.



# Model Making

Both you and your adult will need some building blocks or clay (anything to make a model).

Place the barrier between you.

The speaker gives an instruction.

E.g. put the blue brick next to the red circle.

The listener builds the model.

Start simple, but work up to more testing instructions.

Ask for clarification or repetitions.



# Adult Strategies

Support children to give relevant and sufficient information by modelling.

Provide strategies such as visuals to reinforce key words needed.

Model and prompt how to ask for repetitions and clarifications.

