

# Barrier Game—Animal Garden



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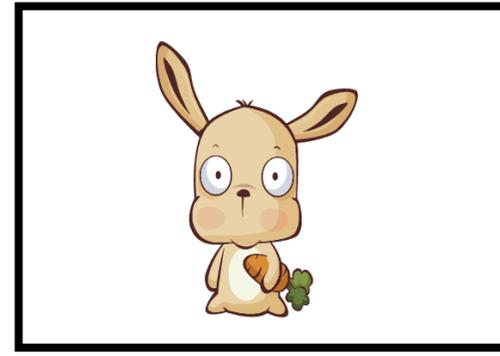
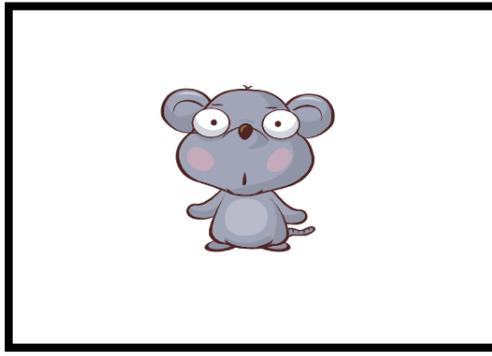
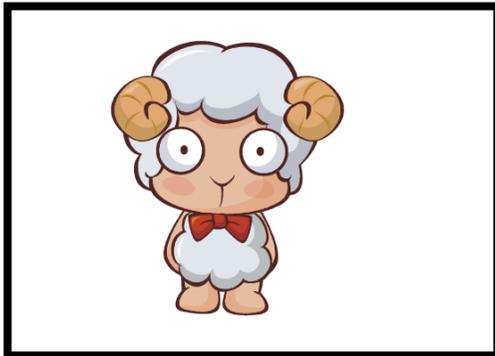
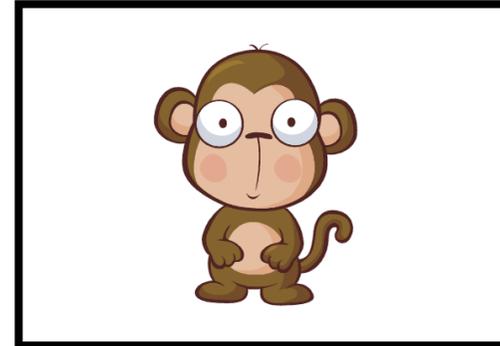


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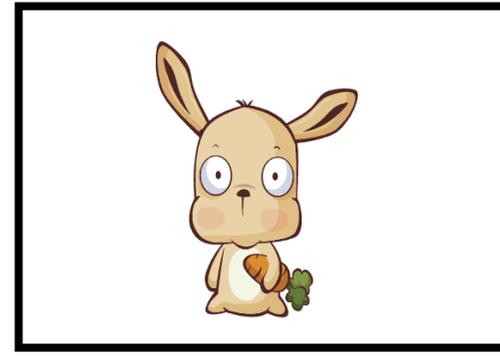
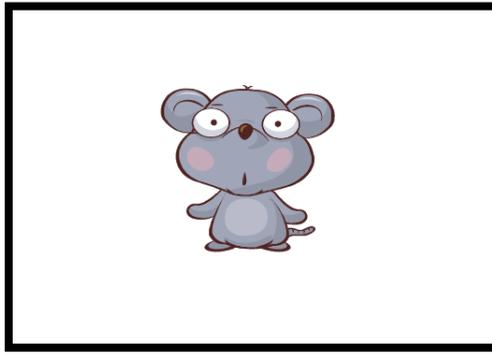
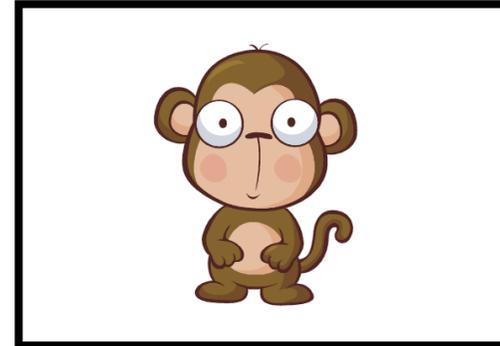
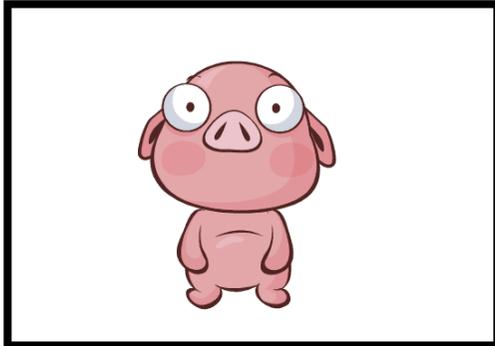


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## Using the picture sets:

1. Each player has one background sheet and one set of cut up small pictures. Sit facing each other. Lay out each set of pictures in front of each player. Check that the child knows the names of all the small pictures.
2. Explain to the child you are going to play a game to see that you are good listeners and talkers. Explain that you will make a picture and you want your child to make their picture look the same as yours. Stand up the barrier and explain that this is so that the child cannot see what you are doing and needs to listen carefully.
3. Place your small pictures on the background and give the child clear instructions about how to put their pictures in the same position. Make sure you give your child enough time to respond before giving the next instruction.
4. When you have placed all the pictures on the background take the barrier away and talk to your child about the pictures that are placed correctly. Explain that this means they have listened carefully. Fix any pictures that are not placed correctly.
5. Play the game again and this time, tell your child that it is their turn to talk. Explain that you will listen carefully and make your pictures look the same as theirs. Put the barrier up again and ask the child to tell you where to put the pictures. If your child's instructions are not clear, you may need to cue them such as if your child says "put the car there" you might say "I've got the car, but I'm not sure where to put it".



6. Take the barrier away, look at all the pictures that correct and tell your child how this means that they did a good job of talking and that you listened carefully. Talk about any pictures that are in the incorrect position. Model the correct instruction such as "oh, I needed to put the cat under the tree".

Once your child understands how to play barrier games, you can make your own games. You can gradually make games more difficult by increasing the length and complexity of the instructions and increasing the number of items. You can also introduce concepts of space (such as: in, on, under, next to, above and below), colour and size.

