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# Introduction

Are you working with preschool or early elementary school-aged children and finding that your students with speech sound errors are tired of the typical boring drill activities and need something new and exciting? If so, then *Double Dice Phonology—Early Phonological Processes & Sounds* is the workbook for you!

*Double Dice Phonology—Early Phonological Processes & Sounds* provides busy speech-language pathologists working with younger students motivating and easy-to-use activities as they remediate common phonological processes and early developing phonemes. This reproducible workbook is conveniently set up to accommodate SLPs that are targeting phonological processes as well as those who are targeting specific sounds. It contains worksheets targeting velar fronting, final consonant deletion, initial consonant deletion, stopping, and syllable reduction at the word level. It also addresses the following sounds: k, g, ng, p, b, t, d, m, n, w, f, v, and h in the initial and final positions of words.

The unique double dice serves as the motivation component as the student rolls it prior to finding and practicing his/her target word multiple times. Students enjoy rolling the dice and then determining what target word they will practice. Since the potential target word and amount of repetition is dependent upon the roll of the double dice, students look forward to their turns with anticipation. You can now maximize your students' therapy time by keeping them interested while simultaneously obtaining numerous repetitions needed for developing correct speech habits.

Because all game sheets are played in a similar manner, you can combine different game sheets within a single therapy group if needed. Yes, this means that your phonology therapy group can work on different target processes and/or different sounds, all while using a *Double Dice* worksheet!

*Double Dice Phonology—Early Phonological Processes & Sounds* also contains many supplemental pages to assist in maximizing therapy time and decreasing preparation time. A *Guidelines for Play* page gives a brief description of how to play using the game sheets and the double dice. A *Game Variations/Suggestions* page provides extra ideas for adding variety to your therapy sessions using this workbook. Copy and implement a *Tracking Chart* to track student progress. A *Certificates* page provides motivating certificates that can be given to students for showing progress. Blank master pages, located in the back of the book, give you the flexibility of customizing worksheets for individual needs, if desired.

I hope you will find the activities on these game sheets useful, effective, and encouraging for the students you serve!

# Guidelines For Play

Designed with the busy speech-language pathologist in mind, the following is a brief synopsis about how to use this book.

- Choose an appropriate phonological process or sound.
- Select and photocopy a corresponding game sheet by locating it in the *Table of Contents*.
- Give the student the page and a pencil/crayon/marker.
- Set out the double dice.
- Easy-to-follow directions appear at the top of each game sheet. The basic format is for each student to:
  1. Roll the double dice.
  2. Determine the shape rolled on the outer die.
  3. Find the corresponding shape on the game sheet.
  4. Say the target word the number of times indicated on the inner die.
  5. Use a pencil/crayon to mark the game sheet.
- Play continues to the next student. The sequence continues until all students mark out a specific amount of words as outlined by the instructions.

Remember that different students can use different pages even if they are in the same therapy group because the basic premise is the same for all pages (i.e., roll the double dice and say the therapy target the number of times indicated). You can follow the directions supplied at the top of each page or alter them using the *Game Variations/Suggestions* page.

# Game Variations/Suggestions

Specific directions for play appear at the top of each game sheet. These directions can be altered so that you can use the same game pages over and over again with a new twist each time. Listed here are some ways to add variety by changing the directions (some of these suggestions are more applicable to specific games sheets):

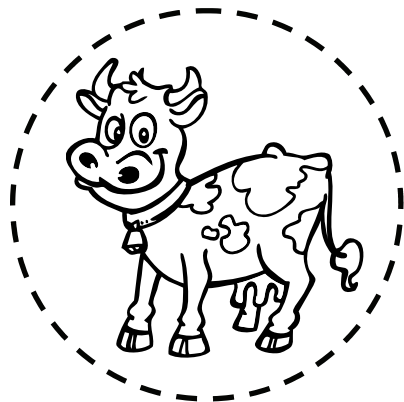
- Have the students say each target word on their game sheet prior to starting the activity.
- Have the students listen to you say the words as an auditory bombardment activity.
- Change the directions to complete all the words in *columns* instead of *rows*.
- Have the students use plastic tokens, stickers, or stamps to mark their game pages instead of using a crayon/pencil.
- Have the student take home the completed game sheet and say each word to his/her parents/homework partner.
- Create directions for the students to follow when they roll a shape that they have already completely finished on their game sheet (i.e., If you roll a *circle* and all the *circle* target words have been marked on your game page, then everyone else in the therapy group must find a *circle* on their game page and say the target word the number of times indicated.).
- Students mark only the corner pictures, a square of pictures, or another similar variation. Once they've completed the shape or pattern, they are finished with the game sheet.
- The first student to mark all of the diamonds (or other predetermined shape) on the game sheet rolls the double dice for the entire group for one round of play.
- Have the students fill out their own game sheets by writing/drawing pictures of their own target words using the *Master Sheets* included in the back of this book.
- To extend play, have the students outline/trace the shape on their game page the first time they roll and say the word, then have them color the shape the second time they roll and say the word.
- To shorten play, have all the students in the therapy group say the target word on their respective sheets each roll of the dice, not just when they individually roll the dice.
- For advanced therapy, have the students read every target word in the shape rolled, but only allow them to color one shape (i.e., If a circle was rolled, then the student would have to say the target word in all of the circles, but only colors in one circle.)
- As you play *Double Dice Phonology—Early Phonological Processes & Sounds*, you will discover many other fun adaptations and variations. Be sure to note them on the lines below so you can remember them.

- \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

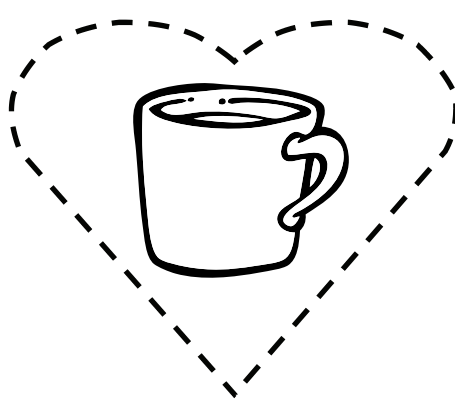
# Trace the Shape

Name \_\_\_\_\_

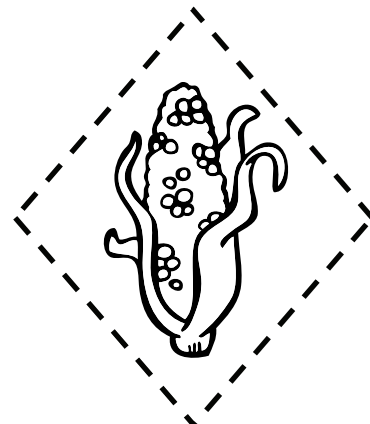
Roll the double dice. Determine the shape rolled on the outer die and find the shape on this page. Say the picture inside the shape the number of times indicated on the inner die. Trace the shape when you finish. Try to trace every shape!



COW



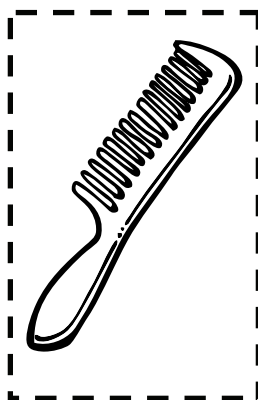
CUP



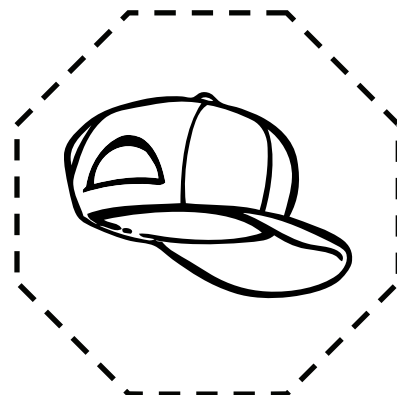
CORN



KISS



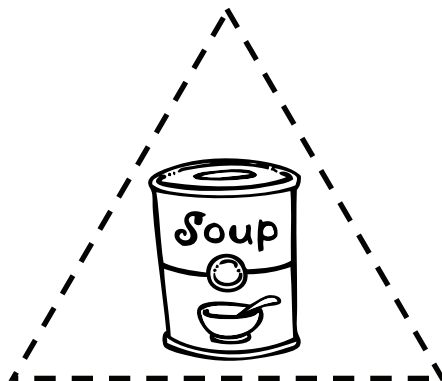
COMB



CAP



KEY



CAN

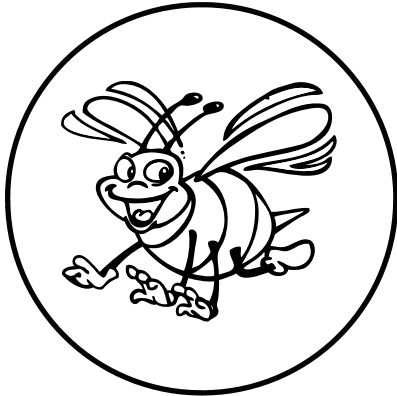


KING

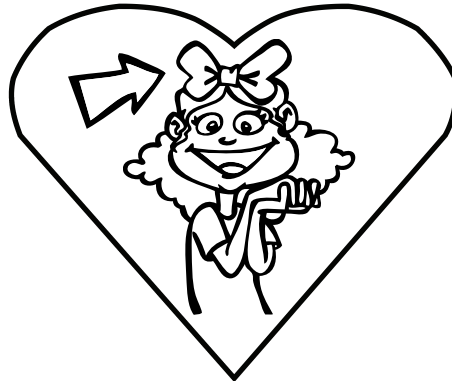
# Roll the Shape

Name \_\_\_\_\_

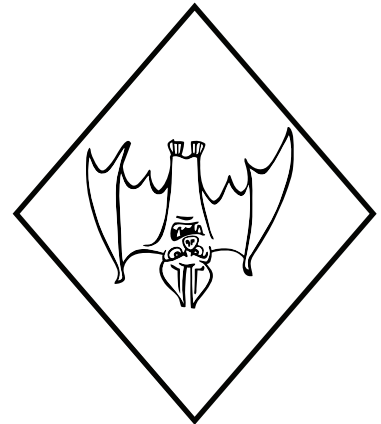
Roll the double dice. Determine the shape rolled on the outer die and find the shape on this page. Say the picture inside the shape the number of times indicated on the inner die. Color the picture when you finish. Try to color the picture in every shape!



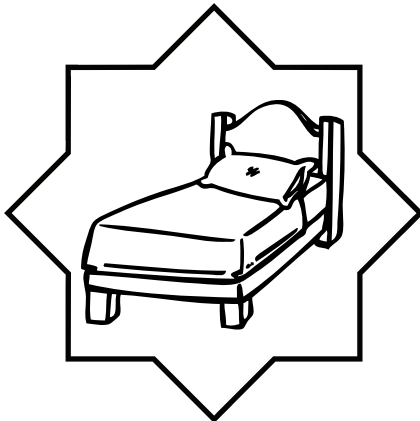
bee



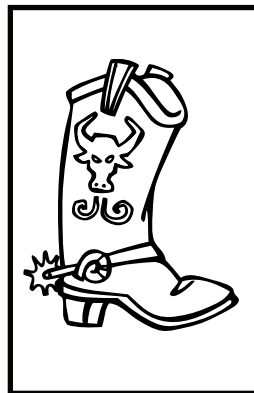
bow



bat



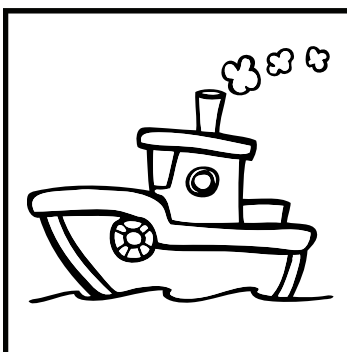
bed



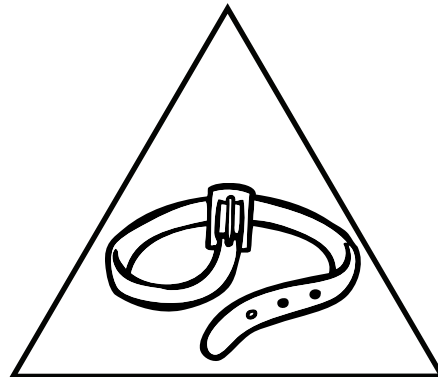
boot



bus



boat




belt

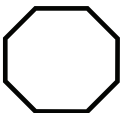
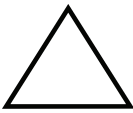
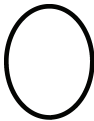

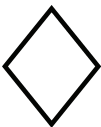




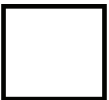

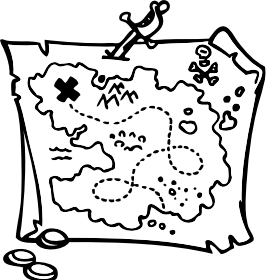

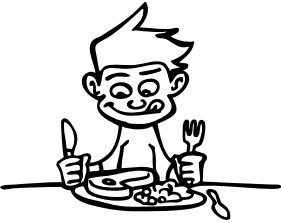
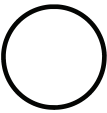
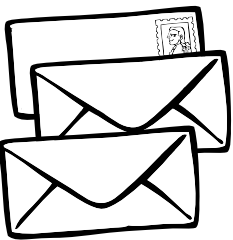

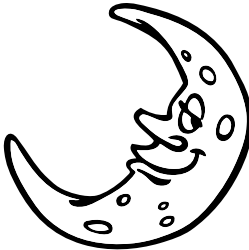




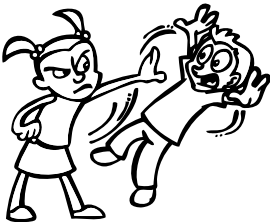



ball

# Roll and Find

Name \_\_\_\_\_

Roll the double dice. Determine the shape rolled on the outer die. Choose one picture in the row or column with that shape. Say the picture the number of times indicated on the inner die. Cross out the picture when you finish. Try to cross out four in a row, in a column, or diagonally! If you roll a , you lose your turn.

				
	 mouse	 mop	 man	 match
	 mug	 map	 maid	 meal
	 mail	 mouth	 moon	 milk
	 mom	 mad	 mean	 moose