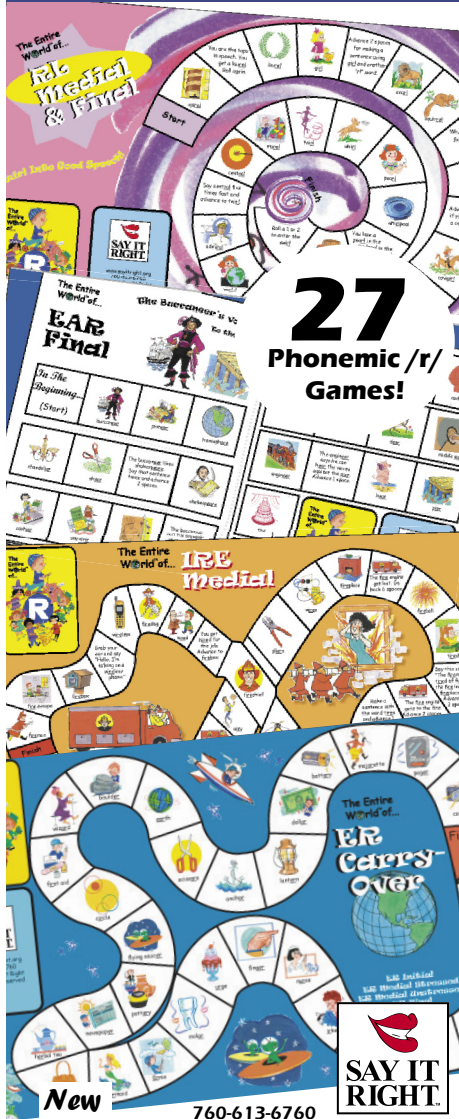


Only \$59.99
for 27 Games

The Entire World of R™ GAME BOARDS

Directions

The Entire World of R Game Boards



This FREE downloadable game board is for /air/ initial. It is one of 27 phonemic /r/ remediation games included in **The Entire World of R™** Game Board set.

The Entire World of R™ Game Boards are an extension of **The Entire World of R™** phonemic strategy. All 21 types of R (/ar/, /air/, /or/, /er/, /ire/, /ear/, /r/, and prevocalic /r/ in initial, medial and final word positions) are represented, plus six carry-over boards for 27 total! Each game board consists of at least 20 targeted phonetically isolated words for practice. Playing pieces and die are included in the 27 game set. The game boards are designed as stand-alone therapy tools but the value is greatly enhanced when used with **The Entire World of R™** Playing Card Decks.

Set-up:

Each player picks a playing piece (make your own using paperclips or coins) and rolls a die to determine who will start first. The player rolling the highest number goes first and play continues clockwise.

Simple Quick Start Directions:

Each player rolls a die and moves their playing piece the appropriate number of spaces. A player landing on a word space will say the word aloud for practice. If landing on a non-word space, the player will follow the printed directions. Play continues clockwise. The game is finished when one player reaches the finish.

The speech-language pathologist should direct play appropriate for student achievement level. The three basic levels of play are:

- Isolation/ Word
- Phrase/ Sentence
- Reading/ Structured Conversation.

Basic play:

Isolation/Word. Emphasis is on elicitation and correct pronunciation. When landing on a word space (word + picture), the player shall say the target word aloud (or repeat each word a set number of times for practice).

Phrase/Sentence. When landing on a word space, the player shall say the word AND make up a sentence or phrase using the target word.

Reading/Structured Conversation. Use the game to encourage each player to use the target words in conversation. In addition to saying the word aloud, instruct the players to describe the picture and use the word in context. Extra emphasis should be placed on reading the directions written on the game board.

Advanced Play with The Entire World of R™ Playing Cards Decks:

Place the appropriate deck on the reverse card space. Discards go in the blue rectangle.



Isolation/Word. When landing on a word space the player shall draw a card and say aloud the word on the game board AND the card.

Phrase/Sentence. When landing on a word space, the player shall draw a card. Player must say aloud the word on the board, on the card AND must make a sentence using both words.

Reading/Structured Conversation. When landing on a word space, the player shall draw a card. Player must say aloud the word on the board, on the card AND must describe each word in context.

Alternate Conversation/Story Game: Each player shall draw a card each time he/she lands on a word space. Players will accumulate cards as play progresses. Once a player reaches the finish, the accumulation phase of the game is over. Then each player must use all his/her cards and make up a story. Either, the best story or who ever used the most target words will be considered the winner. Emphasis, however, should be on participating rather than winning.

