Kids Communication Game Pack

10 FUN ACTIVITIES TO BOOST SPEAKING & LISTENING

1. Tongue Twister Challenge

Goal/Skill: Speech clarity, pronunciation.

What you need: List of tongue twisters.

How to play:

1. Choose a tongue twister.
2. Say it slowly, then faster.
3. Repeat several times.

Examples:

- 'She sells seashells by the seashore.'
- 'Peter Piper picked a peck of pickled peppers.'
- 'How much wood would a woodchuck chuck if a woodchuck could chuck wood?'

Make it harder:

- Try longer, more complex tongue twisters.
- Compete against each other to see who can say the twister the fastest without making mistakes.

Quick parent tip:

Encourage patience and fun, not perfection.

2. Riddle Time

Goal/Skill: Listening comprehension, problem-solving.

What you need: List of age-appropriate riddles.

How to play:

1. Read a riddle aloud.
2. Give the child time to think.
3. Provide hints if needed.
4. Reveal the answer.

Examples:

- 'What has an eye, but cannot see?' (A needle)
- 'What is full of holes but still holds water?' (A sponge)
- 'What question can you never answer yes to?' (Are you asleep yet?)

Make it harder:

- Create your own riddles together.
- Use more complex riddles requiring lateral thinking.

Quick parent tip:

Praise effort, not just correct answers.

3. Picture Description

Goal/Skill: Vocabulary, descriptive language.

What you need: Pictures from magazines, books, or online.

How to play:

1. Show a picture to the child.
2. Ask them to describe what they see.
3. Encourage them to use details.

Examples:

- 'I see a big, red car driving down a sunny street.'
- 'There are fluffy white clouds in the blue sky.'
- 'The cat is sleeping on a soft, green pillow.'

Make it harder:

- Ask specific questions to guide their description (e.g., 'What colors do you see?').
- Have them create a story based on the picture.

Quick parent tip:

Expand their vocabulary by introducing new words.

4. Story Chain

Goal/Skill: Creativity, narrative skills.

What you need: Imagination!

How to play:

1. One person starts a story with a sentence.
2. The next person adds a sentence.
3. Continue taking turns, building the story.

Examples:

- Person 1: 'Once upon a time, there was a little bear.'
- Person 2: 'He lived in a cozy cave in the woods.'
- Person 3: 'One day, he decided to go on an adventure.'

Make it harder:

- Introduce a specific theme or character.
- Set a time limit for each person's contribution.

Quick parent tip:

Encourage imaginative ideas, no matter how silly!

5. Guess the Sound

Goal/Skill: Auditory discrimination, listening skills.

What you need: Various objects to make sounds (e.g., bell, paper, water).

How to play:

1. Make a sound behind a screen or with your eyes closed.
2. Ask the child to guess what made the sound.
3. Reveal the object.

Examples:

- Ringing a bell.
- Crinkling paper.
- Pouring water.

Make it harder:

- Use more subtle or similar sounds.
- Record sounds and play them back.

Quick parent tip:

Encourage careful listening and attention to detail.

6. Emotion Expression

Goal/Skill: Emotional literacy, non-verbal communication.

What you need: Emotion cards or a list of emotions.

How to play:

1. Pick an emotion (e.g., happy, sad, angry).
2. Act out the emotion without speaking.
3. Have others guess the emotion.

Examples:

- Acting happy by smiling and jumping.
- Acting sad by frowning and crying.
- Acting angry by stomping feet and furrowing brows.

Make it harder:

- Act out more complex emotions (e.g., frustrated, jealous).
- Create scenarios where specific emotions are felt.

Quick parent tip:

Validate their feelings and encourage open communication.

7. Word Association

Goal/Skill: Vocabulary, quick thinking.

What you need: Imagination!

How to play:

1. Say a word.
2. The next person says a word that is associated with it.
3. Continue taking turns, building a chain of associations.

Examples:

- 'Dog' - 'Bark' - 'Tree' - 'Leaves' - 'Autumn'...
- 'Sun' - 'Hot' - 'Ice Cream' - 'Summer' - 'Beach'...

Make it harder:

- Set a time limit for each response.
- Choose a specific category (e.g., animals, food).

Quick parent tip:

Accept all reasonable associations and encourage creativity.

8. Describe and Draw

Goal/Skill: Listening comprehension, descriptive language, visual representation.

What you need: Paper, pencils/crayons.

How to play:

1. One person describes an object or scene.
2. The other person draws what they hear.
3. Compare the drawing to the original description.

Examples:

- 'Draw a house with a red roof, a blue door, and a yellow window.'
- 'Draw a cat sitting on a mat, wearing a hat.'
- 'Draw a sunny day with a big yellow sun in the sky, a fluffy white cloud, and a green field.'

Make it harder:

- Use more complex descriptions with specific details.
- Describe abstract concepts.

Quick parent tip:

Focus on the process of communication, not the artistic skill.

9. Opposite Hunt

Goal/Skill: Vocabulary, understanding antonyms.

What you need: Imagination!

How to play:

1. Say a word.
2. The other person says the opposite of that word.
3. Take turns.

Examples:

- 'Hot' - 'Cold'
- 'Big' - 'Small'
- 'Happy' - 'Sad'

Make it harder:

- Use more abstract words (e.g., 'brave', 'generous').
- Play a timed round.

Quick parent tip:

Create a supportive environment where guessing is encouraged.

10. Compliment Circle

Goal/Skill: Building self-esteem, expressing appreciation.

What you need: A group of people.

How to play:

1. Sit in a circle.
2. Each person takes a turn giving a compliment to the person on their right.
3. Continue around the circle.

Examples:

- 'I like your smile.'
- 'You are a good friend.'
- 'You are very creative.'

Make it harder:

- Encourage specific and heartfelt compliments.
- Focus on character traits, not just appearance.

Quick parent tip:

Model giving genuine compliments yourself!

Summary

This Kids Communication Game Pack provides 10 fun and engaging activities designed to boost speaking and listening skills in children aged 5-13. These activities focus on building vocabulary, enhancing emotional literacy, improving pronunciation, and fostering creativity, all while promoting positive interaction and communication within the family. Enjoy playing and learning together!