



SPEECH & LANGUAGE ACTIVITIES

The Wish Tree

by Kyo Maclear, Illustrated by Chris Turnham

Going on a leaf hunt presents a fabulous and fun learning opportunity for children to develop their speech and language skills.

After reading the story, ask your students yes/no and wh- questions to see if they understood the story and their ability to recall details. If you're working on increasing mean length utterance, you can ask the kids to use complete sentences. For example, "Where are the children going" Encourage the students to respond, "They are going on a leaf hunt."

Examples of Yes/No Questions?

- * Did Charles want to find an apple tree?
- * Did Charles go into the woods with his brother?
- * Did Charles and Boggan look for a wish tree?
- * Did Charles and Boggan see a dog in the woods?
- * Did Charles and Boggan see a bear in the woods?
- * Was fox taking gold fish to her burrow?
- * Did Charles take a nap?
- * What is raining when Charles woke up?
- * Did Charles write his wish on a piece of paper and put it on the wish tree?
- * Did Charles and Boggan have a feast and celebrate with their new friends?

Examples of Wh- Questions?

- * What did Charles want to find?
- * Who said, "There is no such thing?"
- * What did Charles' brother tell him to bring?
- * What did Charles' sister tell him to bring?
- * What were Charles' brother and sister building?
- * Where did Charles and Boggan go to find a wish tree?
- * What did Boggan sing in the woods?
- * What animals did Charles see in the woods?
- * Where did Charles and Boggan slide?
- * Who was tired and took a nap?
- * Where did Charles hang his piece of paper?
- * Who was at the feast?
- * What food/drink was served at the feast?

After answering these questions, you can ask your child yes/no and wh questions. For example, "Do you celebrate a holiday? What holiday do you celebrate? What do you wear on this special day? " Looking at family holiday pictures may help elicit more language.



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Fill in the Blank

- * Charles wanted to find a ____.
- * His brother said, "Bring a ____."
- * His sister said, "Bring a ____."
- * Charles and Boggan went into the ____.
- * Boggan sang, "_____."
- * Boggan helped squirrel carry his ____.
- * Charles passed a bear sleeping in his ____.
- * Beaver was busy gathering ____.
- * Fox was getting ____.
- * Charles fell asleep on ____.
- * When Charles awoke it was ____.
- * Charles wrote his wish on a piece of ____.
- * Charles put his wish on the ____.
- * The animals had prepared a night ____.

Absurd Sentences

- * Charles wanted to find an apple tree.
- * It's summer time!
- * Boggan is a boy.
- * Squirrel was taking chicken nuggets to his home.
- * The bears were ice-skating.
- * Fox was getting hot chocolate to her burrow.
- * Charles fell asleep on the bear.
- * When Charles woke up it was raining?
- * Boggan said, "Boo."
- * Charles tied his shoe on the wish tree.

Naming

- * Name 4 animals in story
- * Name 4 things you can do in the snow
- * Name 4 things you can wear in the snow
- * Name 4 things you can eat at a feast
- * Name 4 holidays



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Vocabulary

- * Toboggan
- * Sled
- * Map
- * Compass
- * Frosty
- * Squirrel
- * Bear
- * Den
- * Beaver
- * Lodge
- * Fox
- * Burrow
- * Feast

Things That Go Together

- * Squirrel – tree
- * Bear – den
- * Beaver – lodge
- * Fox – burrow

Same / Different

- * Squirrel/beaver
- * Snowman/snow angel
- * Scarf/mittens
- * Halloween/Thanksgiving
- * Apple pie/pumpkin pie

Game: Don't Break The Ice

Kids love this game! After placing "ice blocks" in a plastic table, the skating bear is placed on a special block in the middle of the imaginary lake. Kids then take turns gently tapping out different blocks, making sure not to cause all the blocks to fall so the bear doesn't fall into the lake. This social game is great for turn taking. Parents or therapists can also have their child tap a block after answering language questions.

Auditory Processing Tool

What's In My Box?

Get a box with a lid and place a colorful bow on top. Place an object in the box. Describe the object to your child. For example, if you placed a toy bicycle in the box you might say, "It has wheels. It has a handlebar. You need to pedal to make it move. You wear a helmet when you ride this. What is it?" If your child guesses incorrectly, go over the clues one by one again. For example, if your child responds, "car" ask your child, "Does a car have wheels? Yes. Does a car have a handlebar? No. Do you need to pedal a car to make it move? No. Do you wear a helmet when you ride a car?" If your child can't guess, you may need to provide more clues. For example, "I ride my _____. Or, you can say, I ride my b_____." Providing a fill in the blank or initial sound of the word may help your child to guess.



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Following Simple to Complex Directions

Place a picture of a “wishing tree” in front of your child and ornaments (download attached). Tell your child what ornament (or ornaments) to place on the tree. Your directions can include just colors, shapes, or both to make it even more challenging. You can even give positional directions (i.e., next to, under, in between).

Examples of simple color directions:

(place 5-6 same shape, different color ornaments)

- Put the red circle on the tree.
- Put the blue circle on the tree.
- Put the yellow circle on the tree.

Examples of simple shape directions:

(place 5-6 same color ornaments in front of your child)

- Put the circle on the tree.
- Put the square on the tree.
- Put the triangle on the tree.

Example of different shape/color directions:

(place 5 – 6 different colors and shapes in front of your child)

- Put the yellow circle on the tree.
- Put the green square on the tree.
- Put the blue triangle on the tree.

Example of positional directions:

(place 5 – 6 different colors and shapes in front of your child)

- Put the red rectangle next to the blue circle.
- Put the blue heart under the yellow square.
- Put the green triangle between the blue circle and red heart.



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Fun Holiday Family Games

You can play these games after dinner, on weekends or even in the car. These games are great for listening, auditory memory, vocabulary, and turn taking.

Similar to the game, "I'm going on a picnic."

"For the holidays, I got a _____."

The first person starts by stating an item they got for the holidays such as "bike." The next person playing must repeat the word bike and add a different item. For example, "For the holidays, I got a bike and a teddy bear." The third person must add to this list. For example, "For the holidays, I got a bike, a teddy bear and a car." Keep the game going for as long as possible!

Category Game:

A category must first be established (i.e., zoo animals, colors, shapes, toys...). The first player states an item in the category. For example, for zoo animals the player must state, "lion." The second player must state a different zoo animal, "zebra." The third player must name a different zoo animal. The game stops when players can no longer name zoo animals. Kids love playing this game!

Telephone:

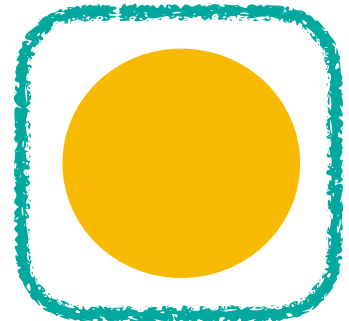
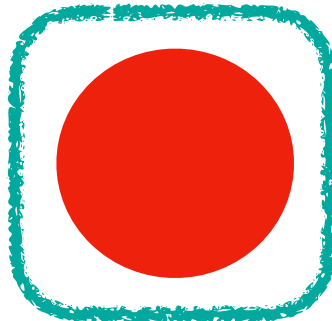
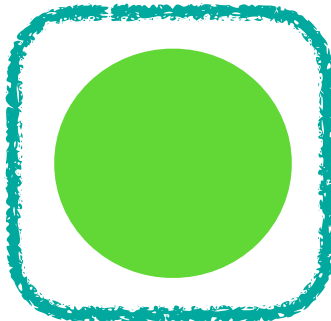
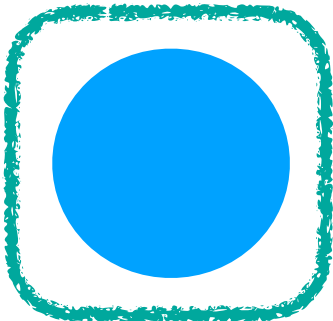
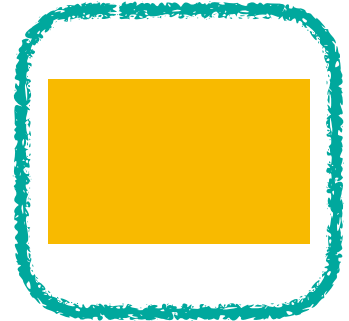
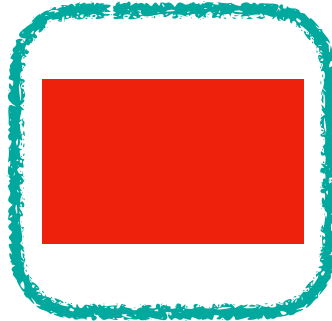
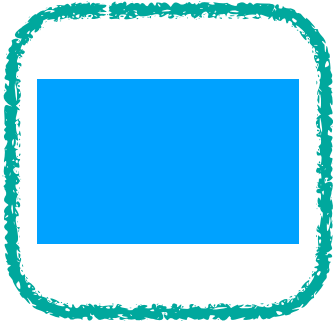
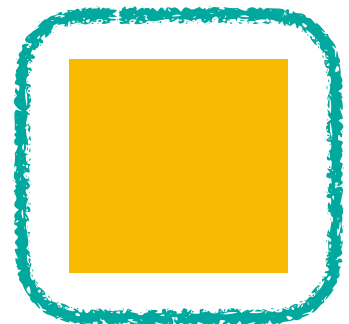
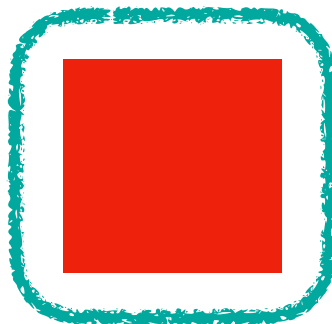
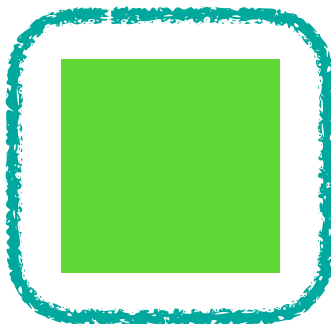
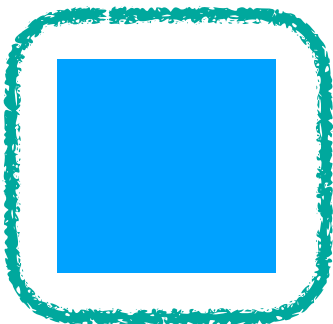
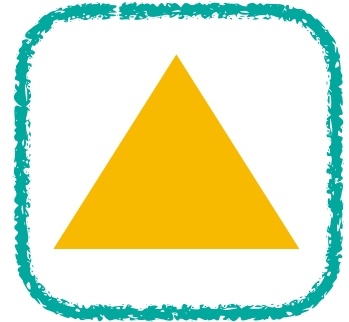
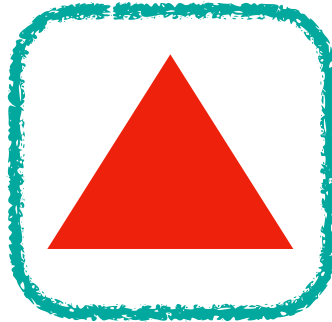
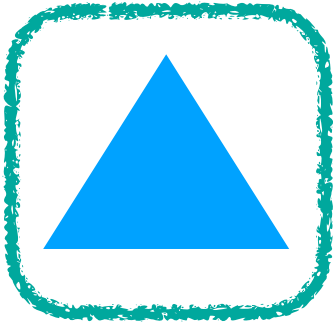
Players sit in a circle. The first player whispers a sentence in another player's ear (i.e., "I love hot chocolate"). That player then proceeds to whisper the same message to the player sitting next to him/her. The message will be whispered to all the players. The last player must say the sentence out loudly so all other players can hear it. Often times, the original message is changed!

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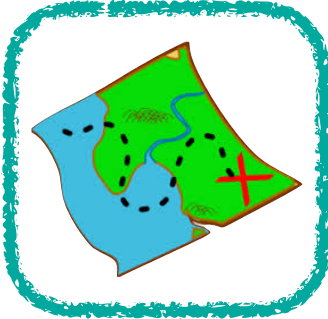




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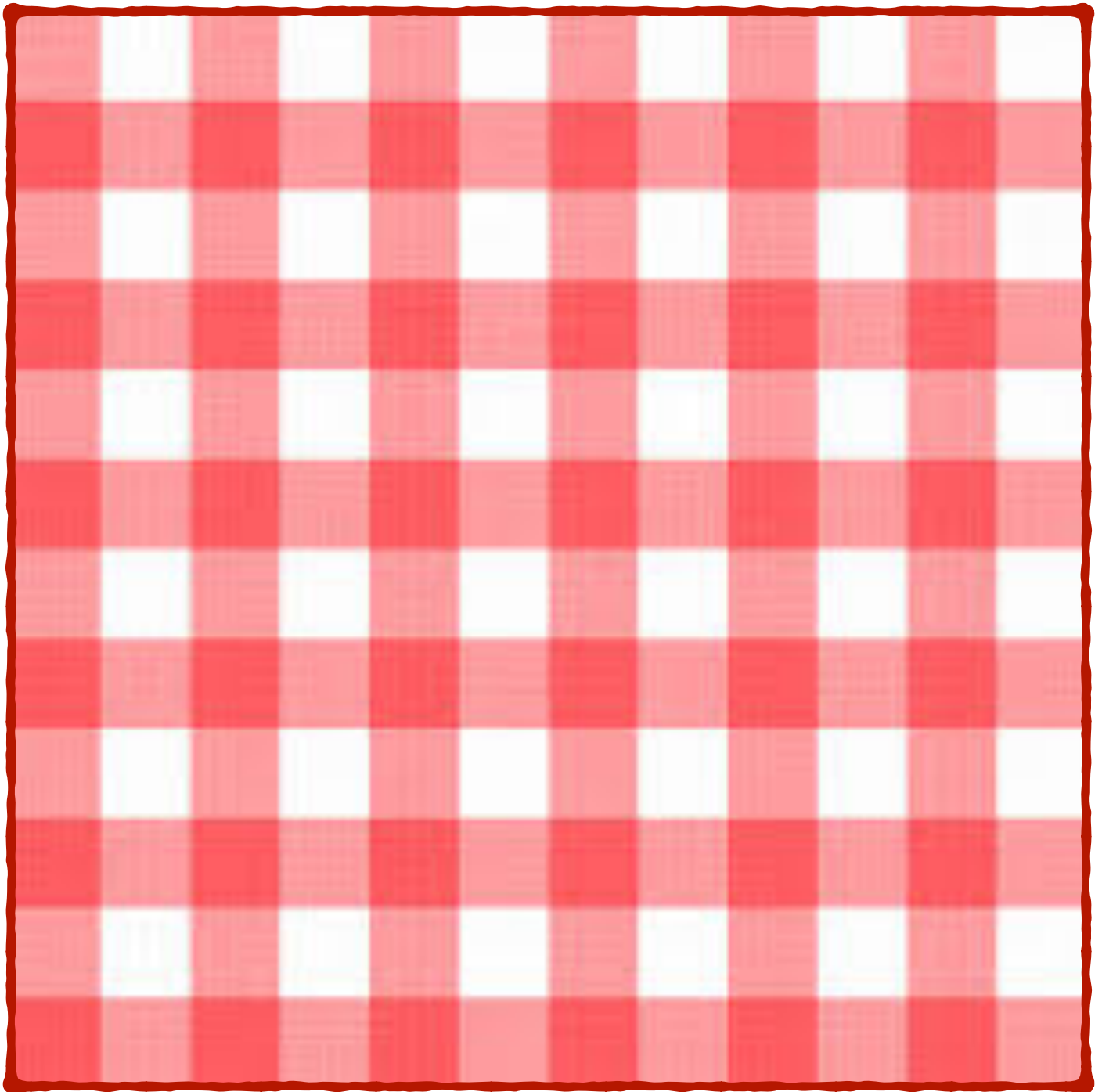




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GAME: "FOR THE HOLIDAYS, I WANT..."

(SKETCH/LIST ITEMS NAMED AS A VISUAL PROMPT, IF NEEDED.)



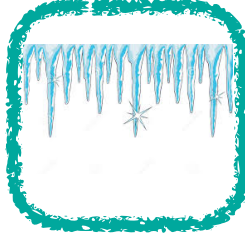


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NAME 4 TRAITS OF EACH ITEM



CABIN



ICICLES



FEAST



SPEECH & LANGUAGE ACTIVITIES

NAME 4 TRAITS OF EACH ITEM



BEAR



TOBAGGON



SQUIRREL
