

Monkey Talk

Monkey Talk has 3 types of questions. The large green cards are situations where there are communication breakdowns, red cards have multiple meaning words and yellow have idiomatic phrases.

Setup

- Place the cards face down on the coordinating color block on the game board.
- Each player puts a marker on a square around the edge of the board. It doesn't matter where you start!
- Each player rolls a six-sided die. The player who rolled highest number goes first. Play continues clockwise around the table.

Playing the Game

The player who rolled the highest number rolls the dice again. The number on the dice is how many squares they move around the board. Since there is no winner, loser or time frame it doesn't matter which direction you move! The color square you land on is the color card you chose from the center of the board. Chose the top card and answer the question. After you answer / discuss the card, place the "used" card at the bottom of the pile.

If you land on a green square (A Communication Breakdown Scenario) read the story. The player then decides if the communication breakdown was caused by a

- Listener Challenge
- Speaker Challenge
- Environmental Challenge

Some cards may have more than one challenge that caused the communication breakdown. The player justifies why they chose Listener, Speaker or Environmental sources of breakdown. The player then looks around the edge of the board and chooses a Communication Solution Tool to address the communication breakdown.

Games by Gail Wright are designed for the Itinerant Session. Since we never know how much time we will have in an Itinerant Session, there is not a specific place to start or end. The goal of the game is to discuss challenging situations and learn!

If a player lands on a multiple meaning word they come up with as many meanings for the word as possible. Using a Thesaurus or Dictionary can be helpful! They can also use the word in two or more sentences.

If a player lands on an idiomatic phrase, they need to figure out what the phrase really means and use it in a sentence.

Winning The Game

Every time you play the game you are a winner because you have learned important skills needed to be a successful student with hearing loss in the mainstream setting!

Data Collection

Enclosed you will find suggested IEP Goals that are tied to Common Core Standards. You will also find examples of Data Collection Tools. Depending on the needs of your student and the Mainstream teacher, you may also collect data on the 13 Tools by individual class period or by day. Another data collection tool often used to measure these concepts is the Listening Inventory For Education – Revised (LIFE-R)
<http://successforkidswithhearingloss.com/tests/life-r>

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