5 talking games on the go

**Pick a topic** - everyone has to name something in the category – if you repeat or hesitate you are OUT.

Make it harder by naming in alphabetical order eg. Anteater, bear, cat

**Car race** - agree a points system for cars eg. mini = 1 point, VW beetle = 2 points, yellow cars = 3 points. Spot the cars as you go. The first person to 21 is the winner.

Make it easier by just giving points to different colours of cars

**I went to the shop** and brought…..an apple, a banana…Players take it in turns to repeat the original item, and add a new one of their own – see how far you can get!

**I Spy** – an old favourite. Try rhyming I spy for a change ‘I spy with my little eye something rhyming with…….’

**Fortunately – unfortunately**
Take it in turns to tell a story one line at a time at a time swapping between ‘fortunately’ and ‘unfortunately’

**What am I?** One person thinks or an object. Players then have to ask yes/no questions until they find out what it is.

Make it easier – pick a category eg. animals

Variation – **Who am I?** Think of a famous person.

**Spotto** – give each player a list of 5 different things they need to spot eg. a motorbike, a dog, a black car, a zebra crossing, a pub. The first player to spot all 5 wins.

**Pub Cricket** – the aim of the game is to spot pubs on your way and count how many arms and legs are in each name. The Horse and Jockey, for example, would be a 6 combined legs and 2 arms giving you a maximum score of 6. The player is out if there are no arms or legs in the name eg. The Crown

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