



1.6 He said, she said

This is really the age-old game 'Consequences', to be played with 2 or 3 Players and at least one Helper, in a spare 5 minutes. Each Player has a piece of paper and has to build a story based on answers to the set structure of questions. The papers are folded over a line, and passed one place to the left in the group, after each question & answer. The stories should be pretty silly when each is read out at the end!



Communication Aims

- Interaction and fun;
- Reinforce turn-taking behaviour;
- Choose (semi) appropriate responses to questions;
- If playing at advanced level, practice navigation paths to appropriate pages.

How to Play:

Who: Player with Talker, with an adult Helper and 1 - 3 other pals, using speech or AAC.

- Issue Players with question sheets and explain the game, with lots of ham acting to add drama, e.g. 'This was a very special meeting! Nobody knows exactly what happened, but it was all VERY, VERY STRANGE..... We're going to try and work it out...';
- Read out the first question/story stage, 'First we need to know WHEN this story took place. What time of day, do you think it was?' (give some prompts if needed, e.g. 'Was it morning, or afternoon, or evening, or night-time?', 'What time was it on the clock?');

What You Need:

A set of papers with the story structure on it, in the form of Questions/Headings, with a gap underneath for the responses to be written in. Use symbols to support the text, e.g.

- What time of day was it? (insert symbol of clock);
- Where were they?;
- Who was there? (has to be a girl/woman/or female animal or character);
- Who else was there? (has to be a boy, man, or male animal or character);
- What did she say to him?;
- What did he say to her?;
- How did they feel?;
- Then what did they decide to do?

Vocabulary

- Use what's already in the Talker;
- If necessary, Helper may guide the Player with a Talker to an appropriate page before he/she answers each step in the story. For example – to 'Time' page, then to 'Places I go' page, then to 'Chat' or 'Quick Phrases' page (for He said/ She said answers), and so on;
- Advanced level – Player has to navigate by him/herself from Top Page to the appropriate page to find messages of the right type.

- Some Players may write their own answer down, silently. Otherwise, adult writes down the other Players' spoken answers. (Get the speaking children to whisper their answers, turn the Talker's volume down, to make it all a bit spooky and mysterious – and so they don't hear each others' answers and so don't know what's coming at the end of the story);
- When the answer's written, fold the papers over and all pass along to the next Player, round the circle;
- Continue through the various questions, following this pattern. 'Now, WHERE did this happen? (prompts – 'Was it at home or was it out in some other place? Was it indoors or out of doors?');
- At the end, put all the stories into a hat/bucket/box - pull out a paper and to unfold it with much pazazz, and then read it out as dramatically as possible. (Don't read out the questions, but just read the answers, stringing them into a story, see below).

Hints and tips

- Print out a set of ready-made story structure sheets in advance, so you always have some quickly to hand;
- You can use a computer instead of a bit of paper, which, if using a text to speech program such as WordTalk with Microsoft Word, gives the option of reading back the story out loud, independently;
- Reassure the Players that so long as it's the right type of word (e.g. place, time, phrase, feeling etc.) there are no 'Right' or 'Wrong' answers and that they can say whatever they fancy. Encourage the Players to avoid 'safe' and 'ordinary' answers and to try to come up with unexpected/silly answers;
- For reading out the story at the end – especially if you might get a special person in to read them out who is not familiar with the game (e.g. Head Teacher) it might be worth having another template sheet that lays out the story form: 'At... o'clock in the, two people met in the Who were they? Well, there was....., and she metShe said to him..... Then he said to her..... They both felt rather..... Then they decided to ...';
- Alter the length (number of steps) of the story structure to suit the abilities and interests of the Players, and think about changing it more radically from time to time for the sake of variety.

Variations - Think about the possibility of using a computer or classroom interactive whiteboard to display and share the stories, once created;

Think about the possibility of acting out (drama/role-play) one of the stories – with the person who uses the Talker filling in at least some, if not all, of the 'gaps', out loud.