

5.2 | Like to...

Come up with something you like to do, along with the other Players, to make up a growing list. See if you can remember what each Player likes to do, as the list gets longer. A great 'getting to know you' activity!



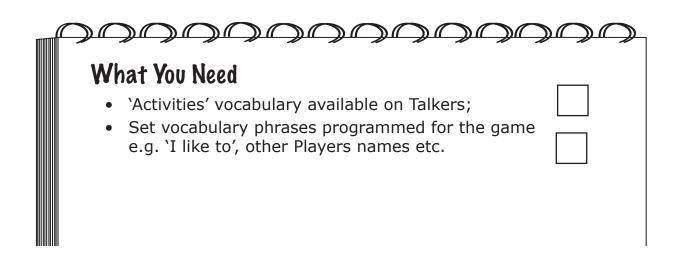
Communication Aims

- Think of something you like to do and locate it on your Talker;
- Listen to what the other Players like to do and be able to recall and communicate who likes to do each activity.

How to Play:

Who: 4 or more Players, with a Helper to facilitate.

- Get the group in a circle and ask everyone to think of something they like to do;
- Pick someone to start by telling the group what they like to do e.g. 'I like to paint.'
 The Player to their left will then tell the group what the first Player liked and add on
 what they like to do e.g. Sarah likes to paint, I like to swim;
- Continue with the rest of the Players until the last Player has to say what everyone likes to do;
- Other Players can perhaps mime the activity or give a clue if someone gets stuck.



Vocabulary

- Activities e.g. swimming, drawing, listening to music, playing on the computer, playing in the garden, going shopping, going out in the car etc;
- Set phrases for the game e.g. I like to, all the other Players names, likes to, I've forgotten, give me a clue etc.

Hints and Tips

- The Players using Talkers need to have plenty of activities, so they can say what they like, as well as what the other Players like;
- You could provide the Players with a list of activities to choose from, so that you know that the vocabulary is available on the Talkers;
- This could also be useful if there are a mixture of speaking Players and those who
 use Talkers;
- You could keep a note of any items that come up which a Player would like added to their Talker to use on other occasions.

Variation - You could also use the same format to play 'I like to eat' (foods) or 'I like to watch' (TV programmes) or 'I like to go' (places) using other topic vocabulary.