1.1 I went to the shops and I bought......

Create a shopping list of things you bought at the shops with the other Players. See how many items you can remember as the list gets longer!

Communication Aims

- Locate and communicate items that you would buy from the shops on your Talker;
- Listen to the other Player's items and recall them so you can add them to the shopping list.

How to Play:

Who: Player with Talker, at least one other Player, one Helper if required.

- The Players take it in turn to suggest an item they would buy at the shops;
- Each time a new item is suggested, it is added to the list and the Players have to speak out the whole list before adding a new item e.g.;
- Player 1: I went to the shops and I bought an apple;
- Player 2: I went to the shops and I bought an apple AND a pencil etc.;
- The game ends when someone forgets an item from the shopping list!

What You Need

- Appropriate topic vocabulary pages e.g. food, toys, clothes on each Player's Talker so that they can suggest items they bought; ☐
- Set Vocabulary phrases programmed for the game e.g. I went to the shops and I bought.... ☐

Vocabulary

- Topic vocabulary e.g. clothing, food, drinks, household items, available on each Talker;
- Set phrases for the game: *I went to the shops and I bought, And, I've forgotten, Well done, Oh no.*

Hints and Tips

- The Players using Talkers need to have plenty of topic vocabulary, so that they can give their own suggestions as well as adding the other Players' items to the spoken list;
- You could provide the Players with a list of possible items to choose from, so that you know that the vocabulary is available on the Talkers;
- This could also be useful if the Player with the Talker is playing with a 'speaking' Player;
- You could keep a note of any items that come up which a Player would like added to their Talker to use again.

Variation - You could also use the same format to play 'I went on holiday and I took…' (with items, people etc) or 'I went on holiday to…' (with countries, cities, towns etc).