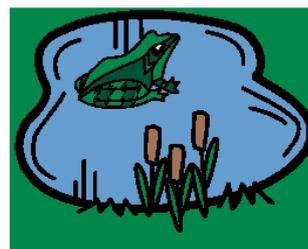# 4.4 The Frog Jumped in the Pond

Going round in a circle, everyone takes it in turns to say one word from the sentence: The Frog jumped in the Pond - Plop! The game continues with each word being said twice etc to make it trickier! The first person to make a mistake is out!

Communication Aims

- Locate appropriate words on your Talker and say them at the right time;
- Listen and follow a change in instructions as the game gets harder;
- Listen to the other Players and turn take appropriately.

How to Play:

Who: 2 or more Players, with a Helper to facilitate.

- Get the Players together and decide who is going to start the sentence;
- The first Player says 'the,' the second Player says 'frog' and so on. Once the Players have got the idea of this, the game continues but this time each of the words has to be said twice (with each Player still only saying one word: so the first Player says 'the,' and the second Player also says 'the' but the third Player says 'frog');
- After the sentence is complete with each word being said twice, each word can be said three times, then four times and so on;
- The first person to make a mistake is out! The person who is left at the end is the winner!

What You Need

- The sentence 'The Frog Jumped In The Pond - Plop!' programmed onto the Talkers;
- Set vocabulary phrases programmed for the game e.g. 'Oh no', 'I've forgotten', 'that's wrong', 'you're out', 'well done'.

Vocabulary

- *The Frog Jumped Into The Pond Plop!;*
- Set phrases for the game e.g. *Oh no, I've forgotten, that's wrong, you're out, well done, where were we?*

Hints and Tips

- Have all the vocabulary on the same page so that navigation is not required and the game is more fluid. The momentum can be lost if played too slowly.

Variations - Use the same format to play the game with other funny sentences.

- Make the sentences longer to make it harder;
- Try saying the sentence backwards;
- 'Speed up' the game so that the Players have to think and respond more quickly; giving more opportunity for mistakes to be made!

Extension - Use a well known poem or song which is being learned or studied at school; perhaps having the words of individual lines rather than from a random phrase, programmed onto the Talker page.