

St Margaret's Primary School

Colourful Semantics



Looking for any more ideas?.....
Ask your child's teacher or one of the Speech and Language Therapists

If a child has any difficulties with spoken language, such as poor understanding of spoken language, short sentences or poor use of verbs, these will impact on their written work. Colourful Semantics is an approach initially used to develop spoken language. However, the approach can easily be applied to support development of children's written language skills.

In St Margaret's Primary School, we are working with Speech and Language Therapy to introduce Colourful Semantics throughout the school.

The colour coding approach used in Colourful Semantics aims to code sentences using colour, symbols and signs. It is a very visual approach which aims to:

- develop understanding of *wh* questions
- increase sentence complexity
- develop children's vocabulary
- increase range and complexity of verbs (children often go through a phase in their development during which they can overuse simple verbs such as *do*, *go* or *get*)
- improve children's written language skills

Here are some games you can play at home to support your child's use of Colourful Semantics in school.

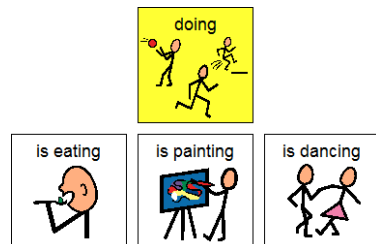
1. "Who" (orange)

- **Feely bag** - Have some objects or pictures of objects that are linked with people. The child chooses an object from the bag or fishes for an object picture and has to link it with the correct who.
- **Story** - Read a story and ask 'who' questions.



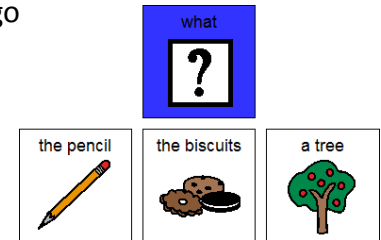
2. "Doing" (yellow)

- **Charades** - The adult chooses a verb card and models the activity first by miming an action and the children have to guess what they are doing. A child then has a turn to choose a verb picture in secret and to mime it for you to guess what they are doing.
- **Think of a verb** - Take turns to think of what you do at different places. E.g. what do you do at the swimming pool. You can use pictures of places as an extra support.



3. "What" (blue)

- **I-spy** - Play I-spy by function, e.g. "I-spy something that you...write with/read/sit on" etc. Your child can then take turns to think of an 'I-spy'.
- **I went to the shops....** - Play games where you go to different places and find objects or buy some objects. For example: "I went to the fruit shop and I bought some bananas...apples...peaches"; "I went to the beach and found a shell...a crab...some sand" etc.
- **Kim's game** - Put some objects on a tray. Name the items, cover them with a blanket and then remove one. Ask your child 'what' has go



4. "Where" (red)

- **Hide and seek** - Play hide and seek with toy animals or insects with your child, and ask them to tell you "where" the animal was hiding.
- **Guess 'where'** - Give your child a clue and they have to guess 'where' it is you would do the activity or use the object. For example: "'where' do you use arm-bands and goggles?", "'where' do you use a bucket and spade?".
- **Read a story** - Ask 'where' the characters have been or are going to.

