

Introduction

DOT Language is a wonderful and engaging language therapy resource book. It contains reproducible game sheets which target common language skills including: categories, synonyms/antonyms, descriptions/definitions, similarities/differences, and questions. *DOT Language* provides therapists with fun and motivating language activities to use with their school-age clients.

With *DOT Language*, speech-language pathologists will be able to add another dimension to their therapy. Each activity allows for the students to be actively engaged in “dotting” their game sheets while practicing a specific language skill. The game sheets are flexible enough for the therapist to adapt for individual needs and unique enough for students to enjoy time after time. *DOT Language* activities are ideal to use with students who have been in therapy for many years or those students who get easily distracted with traditional worksheets, as the ink daubers add a “fun” component to the therapy session. These game sheets allow therapy sessions to be motivating as well as productive. The preparation time is extremely minimal for the therapist and the game format is simple for even the youngest of clients.

To play, first select the specific language skill appropriate for your students’ needs. Then, select the game sheet you desire. The game sheets get progressively more difficult within each activity section, thus enabling you to choose the most appropriate level to work on. Photocopy a game sheet for each student. Next, pass out a game sheet and an ink dauber to each student and then follow the directions located at the top of each game sheet. (If you are wanting to work on specific words then you can prepare a custom worksheet by using the “Master Sheet,” as there is a blank “Master Sheet” for each and every activity in the book!)

Keep language therapy fun, exciting, and engaging. Allow your students to “dot” and “daub” their way to success while using *DOT Language*.

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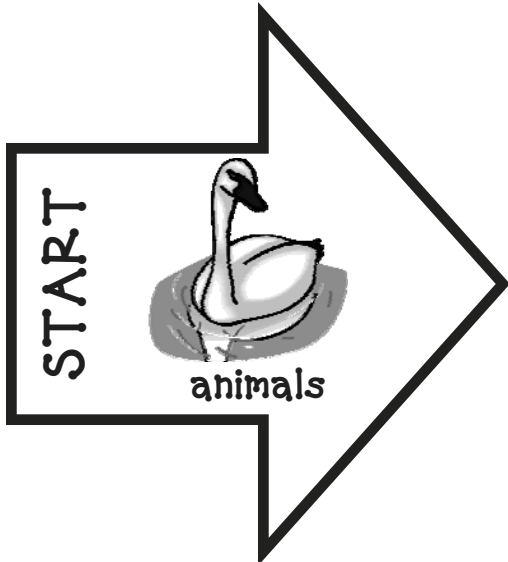
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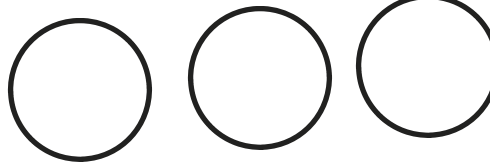
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Follow the Category Dots

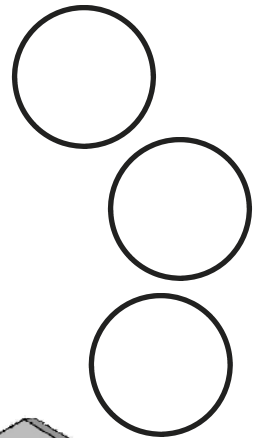
Directions: Start on the arrow and read the category label. Use your ink dauber to dot each circle as you name a member of that category. Continue naming and daubing until you reach the next picture. Then read the new category and continue with the activity.



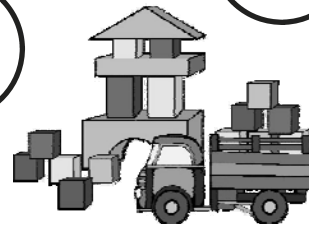
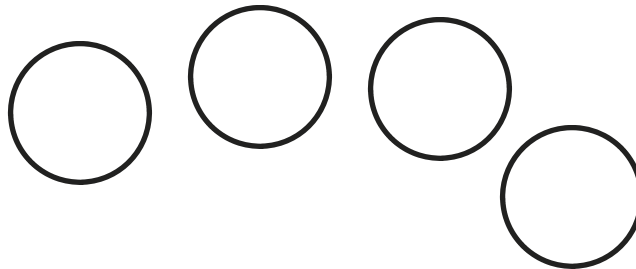
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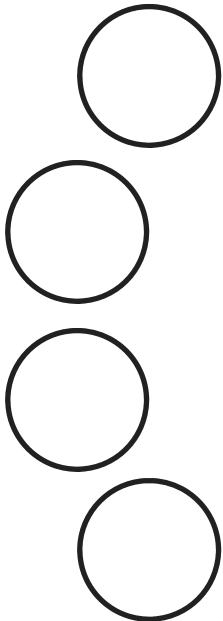
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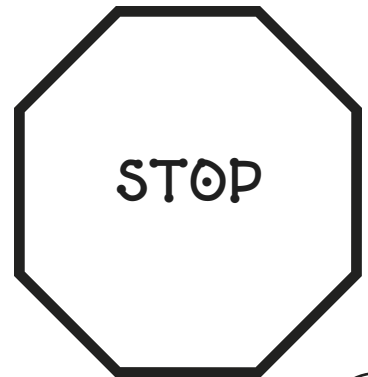
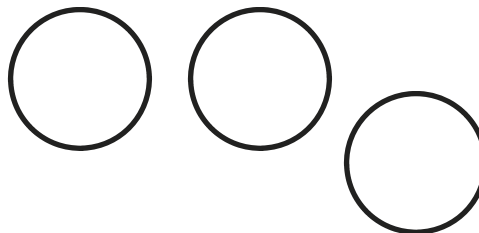
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toys



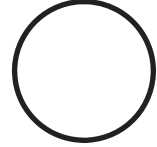
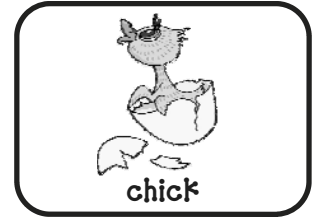
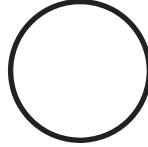
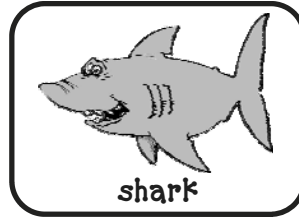
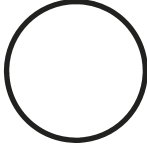
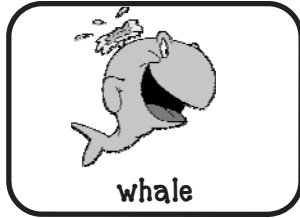
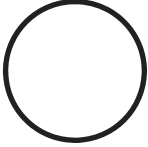
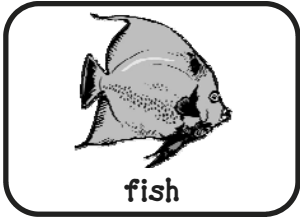
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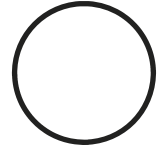
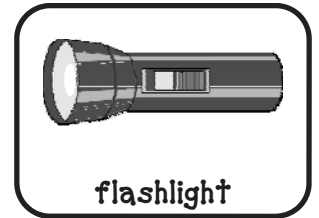
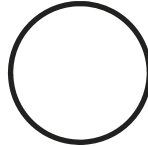
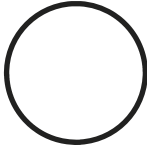
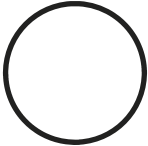
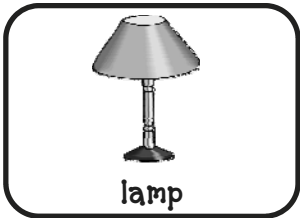
Odd One Out

Directions: Use your ink dauber to dot the word/picture in each line that does not belong with the others. Then, explain why it does not belong.

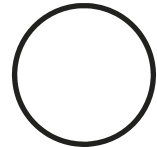
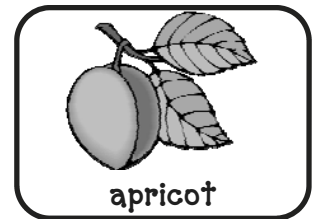
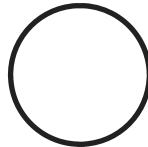
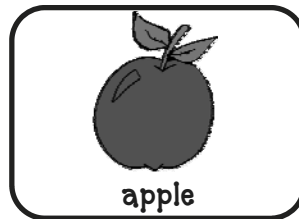
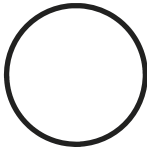
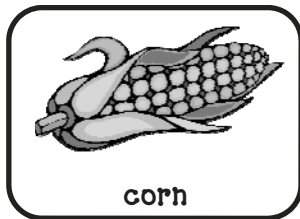
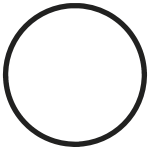
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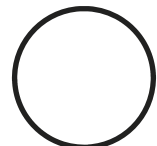
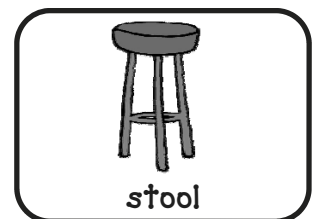
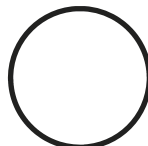
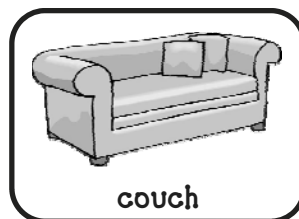
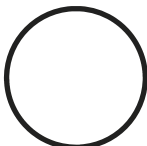
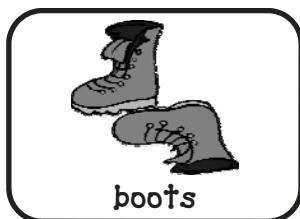
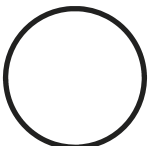
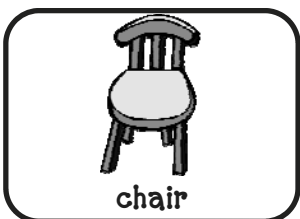
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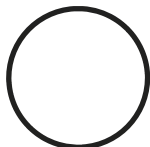
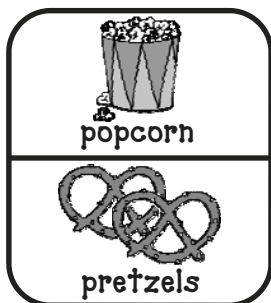
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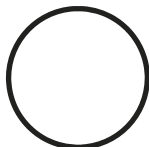
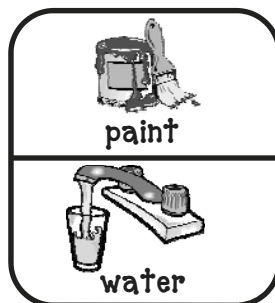
Compare-n-Daub

Directions: Read the two items in each box. Then think of a way that the two items are alike. Use your ink dauber to dot the circle under the box when you give a reason the items are similar.

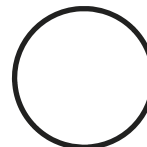
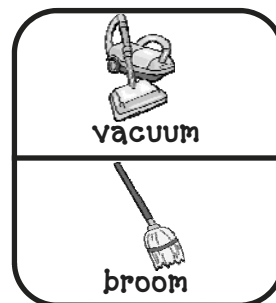
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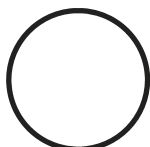
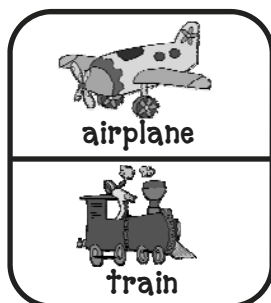
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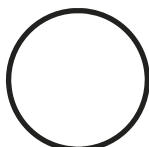
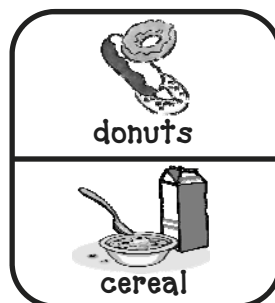
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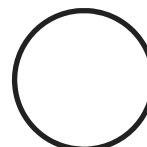
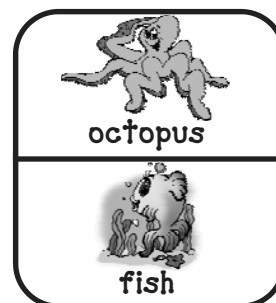
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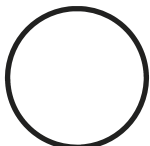
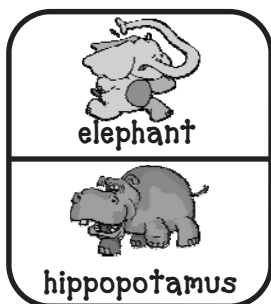
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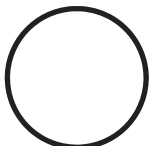
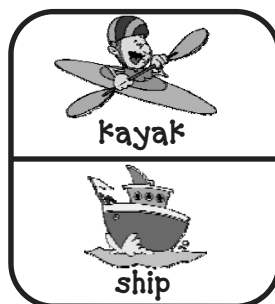
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9.

