

Introduction

Children who have language-impairments often experience difficulty asking and answering questions. The ability to comprehend and formulate questions is important for effective communication in school and at home.

Question Quest, a language game and activity kit, is designed to provide children with opportunities to answer and ask *wh*-questions in a variety of contexts. The activities are appropriate for children 5 to 10 years of age who need to improve their functional use of *wh*-question forms.

Overview of Activity Kit

The *Question Quest* kit includes a full-color gameboard, 80 question cards, gameboard markers, and this activity manual. The activity manual includes a collection of *wh*-questions, reproducible worksheets, and other materials designed to complement the language skills presented in the *Question Quest* game.

The questions and stories presented in *Question Quest* are grouped into the following topic areas: *Home, School, Amusement Park, Circus, Food, Clothes, and Animals*. Most children have a basic knowledge of the subject matter in these areas. Therefore, they should be able to draw from past experiences when asking and answering the questions presented on the cards. The stories on the *Question Quest* cards cover topics and events that are familiar to many children, such as the first day of school, chores around the house, a school field trip, etc.

Game Instructions

Set up the gameboard and cards. Each player chooses a marker and places it on "start." The first player rolls the die or spins the spinner and moves the specified number of spaces. He or she then selects a question card. The student or teacher reads the *wh*-question from the card that matches the *wh*-question space where the student landed on the gameboard. For example, if a student lands on a "Who" space, then a "Who" question is read. If a student draws a story card, the teacher reads the story and then asks the *wh*-question that corresponds to the *wh*-question space on the board.

Students must produce grammatical sentences and questions to score correct responses. If a student answers incorrectly, the teacher should model the correct

response and the student should imitate it. Correct imitative responses should be reinforced. Students do not lose turns for answering incorrectly.

The activities in this kit can be used in conjunction with other teacher-developed or commercially-made materials. Teachers should modify the activities, as necessary, to meet the language needs and goals of individual students. The materials in this kit can be easily adapted for use in a variety of educational settings.

Game #3: "Where" Questions

1. Where do chickens live?
2. Where do monkeys live?
3. Where do snakes live?
4. Where do polar bears live?
5. Where do birds live?
6. Where do ants live?
7. Where do you keep your shoes?
8. Where do you hang your jackets?
9. Where do you keep your umbrella or raincoat?
10. Where do you keep your swimming suit?
11. Where do you keep your toys?
12. Where do you keep your books?
13. Where have you gone on vacation?
14. Where do you want to go on vacation?
15. Where do your grandparents live?
16. Where do your cousins live?
17. Where do you buy your food?
18. Where do you go if you feel sick?
19. Where do you go to mail a letter?
20. Where do you go to watch a movie?
21. Where is your school?
22. Where is the gymnasium in your school?
23. Where would you like to go out to eat?
24. Where would you like to go for fun?
25. Where did you go on your last birthday?

