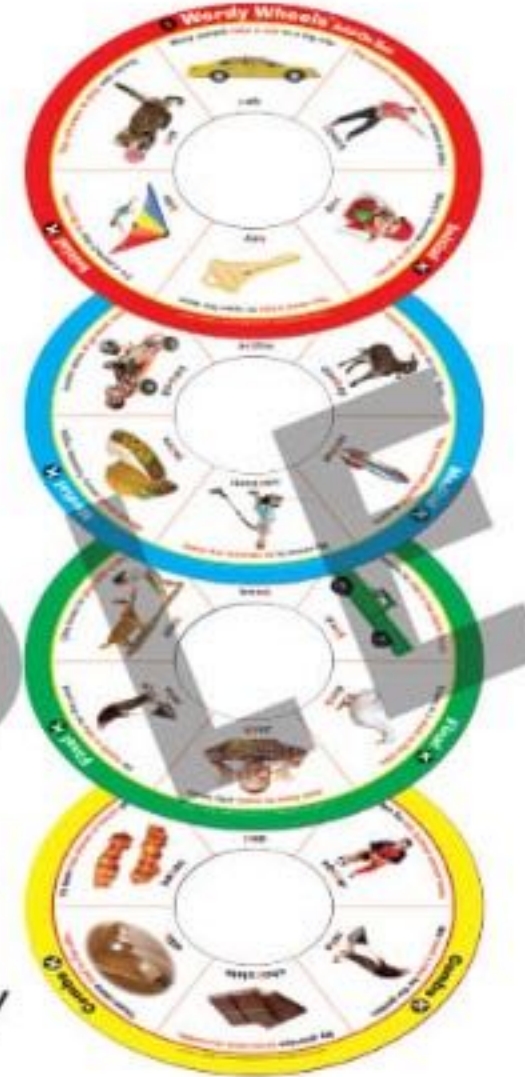


Webber
Wordy Wheels
Add-On Set
K G T D

Introduction

We've combined vibrant photos with our electronic spinner* to create *Webber® Wordy Wheels™ – K, G, T, D*. This clever articulation game encourages students to practice their target sounds at the word, phrase, and sentence levels. Just choose a Wordy Wheel and place it on the base*. Put the spinner in the center and line it up with the spaces on the wheel. Now you are ready to play! *Wordy Wheels™* are also great for improving expressive and receptive language skills.

*Spinner, base, and chips sold separately



Contents

- 48 color-coded and numbered wheels (9" circles)
- K, G, T, and D sounds
 - K – 6 double-sided Wheels ... 3 Initial, 3 Medial, 3 Final, 3 Combo
 - G – 6 double-sided Wheels ... 3 Initial, 3 Medial, 3 Final, 3 Combo
 - T – 6 double-sided Wheels ... 3 Initial, 3 Medial, 3 Final, 3 Combo
 - D – 6 double-sided Wheels ... 3 Initial, 3 Medial, 3 Final, 3 Combo
 - One blank wheel to create your own
- Instruction Booklet

How To Play

1. Select a Wordy Wheel and place it on the game base.
2. Place the electronic spinner in the center of the base. Align the spinner with the wheel to ensure that each light on the spinner corresponds with a single photo on the wheel.
3. Choose one player to go first and press the spinner button.
4. The student practices saying the word, phrase, or sentence on which the spinner lands and earns the number of chips indicated on the spinner. For the phrase level, have students read or repeat the words in red in the sentence.
5. Play continues to the right.
6. The player to collect the most chips wins!

Game Ideas

1. **Describing Wheel** Select a Wordy Wheel and place it on the base. Have the player press the spinner and name the photo when the spinner stops. Have players describe the photo with up to three sentences. Players earn a chip for each correct description. Play continues in turn.
2. **Memory Wheel** Select a Wordy Wheel and place it on the base. Have the first player press the spinner and name the photo when the spinner stops. The next student spins the spinner and names the previous player's word and the new word. The following student spins the spinner and tries to name all three words. Continue until someone cannot name all the items in order. Then start a new sequence.
3. **Question Composers** Select a Wordy Wheel and place it on the base. Press the spinner. Have the student read the sentence on which the spinner lands. Then have the student change the sentence into a question. Award one chip for reading the sentence and two chips for correctly creating a question.

Extension Activities

- 1. New Words** Spin the spinner. The student must produce a number of new words, not found on the wheel, for this sound and position. If spinner indicates a "3" for initial **K**, student produces three more initial **K** words: **c**andy, **k**iss, and **k**itchen.
- 2. New Phrases** Spin the spinner. The student must produce a number of new phrases for the target word. If the spinner indicates "2," student may say, "see the **k**itten," and "around the **c**orner."
- 3. New Sentences** Spin the spinner. The student must produce a number of new sentences for the target word. "I have a new blue **c**ar." "The **c**ar is very dirty." "Do you like my new **c**ar?"
- 4. Silly Sentences** Spin the spinner. Student must replace the words in black in the sentences to create a new sentence with the target phrase. For example, if the spinner stops at **c**ashier, he may say, "The dog wants to be a **c**ashier." Create a silly sentence with a number of target words on the Wordy Wheel indicated on the spinner. For example, if student spins a "2" (initial **K**), he may say, "The **c**anary flew the **k**ite." For older students, increase the challenge of adding "2" more target words of the student's choice (not on the wheels). "The **c**ow drove the **c**orn **c**ar at the **c**astle."
- 5. Find the Items** Spin the spinner. The student must find the number of items with the same target sound and position (initial **K**) in the classroom or therapy room as indicated on the spinner. For example, the student spins a "3." He might find a **c**up, a monthly **c**alendar, or a laptop **c**omputer. *This activity becomes more difficult when searching for items with medial and final sounds.*
- 6. Make a List** Have students create a list of additional words using the target sound they are working on. First, on a whiteboard or chart paper, list the six words

Word List - Initial /K/



Wheel 1

cab
coach
cup
key
kite
cat



Wheel 2

coffee
Calvin
cushion
collar
cashier
cougar



Wheel 3

kangaroo
computer
canary
calendar
caterpillar
kindergarten

Word List - Medial /K/



Wheel 4

acorn
donkey
rocket
vacuum
tacos
go-kart



Wheel 5

pumpkin
monkey
soccer
napkin
bacon
baker



Wheel 6

bicycle
woodpecker
pelican
chocolate
Rebecca
macaroni

Word List – Final /K/



Wheel 7

book
truck
duck
Jack
rake
stick



Wheel 8

black
hike
lipstick
joke
toothache
antique



Wheel 9

hammock
notebook
sidewalk
haystack
attic
rattlesnake

Word List - Combo /K/



Wheel 10

cab
vacuum
Jack
pumpkin
cashier
rattlesnake



Wheel 11

cup
soccer
rake
chocolate
attic
bacon



Wheel 12

kite
tacos
caterpillar
toothache
lipstick
baker