



Webber® Oral-Motor Photo Cards

Concept by Sharon G. Webber

The *Webber® Oral-Motor Photo Cards* deck includes **75 vibrant, full-color photos** that demonstrate exactly how to perform exercises for the *Jaw*, *Lips*, *Cheeks*, and *Tongue*. The easy-to-understand instructions at the bottom of each card tell the child precisely what to do. Start out with **50 Basic Exercise Cards** (3 ¼" x 4 ¼") and then progress to using the **25 Advanced Cards**. These cards are larger (6 ½" x 4 ¼") and the exercises are more complex.

Use these kid-friendly *Webber® Photo Cards* with children who have feeding and swallowing difficulties, neurological deficits, developmental disorders, and sensory processing disorders. The backgrounds of each photo are white and free of distractions, making this deck perfect for children with autism spectrum disorders.





Game Ideas Game Ideas Game Ideas

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Monkey See, Monkey Do

Separate the children into pairs. Deal three cards from the same category (jaw, lips, tongue, cheek) to each child. Have one child in each pair perform the oral-motor exercise on the photo card. Instruct the partner to imitate the same exercise. Give each pair of children a point for each oral-motor exercise performed correctly. The pair with the most points wins.

Oral-Motor Hide and Seek

Have a tongue depressor, straw, and pencil available for each of the children. Arrange 10–20 cards facedown in rows on the table. Instruct the children to close their eyes while you place a sticker under one of the cards. Have the students take turns flipping over the cards and performing the oral-motor exercises. The first student to find the sticker wins!

Sally Says Sequence

Play "Simon Says" using the cards. Hold up two or more cards and tell the child to do what Sally says, "Sally says do ___ and ___." If the child completes both exercises he/she gets a point. If the child cannot do both, he/she has to wait on another set of cards to complete what Sally Says. Remind the child to watch out for instructions that Sally did not say to do. The last child in the game that does what "Sally Says" wins.

Beat the Clock

Place all of the exercise cards facedown. Turn one card over and instruct the child to perform the oral-motor exercise on the card. If the child is able to correctly perform the exercise three times within 30 seconds, he/she earns a point. Increase the challenge by reducing the time on the clock.

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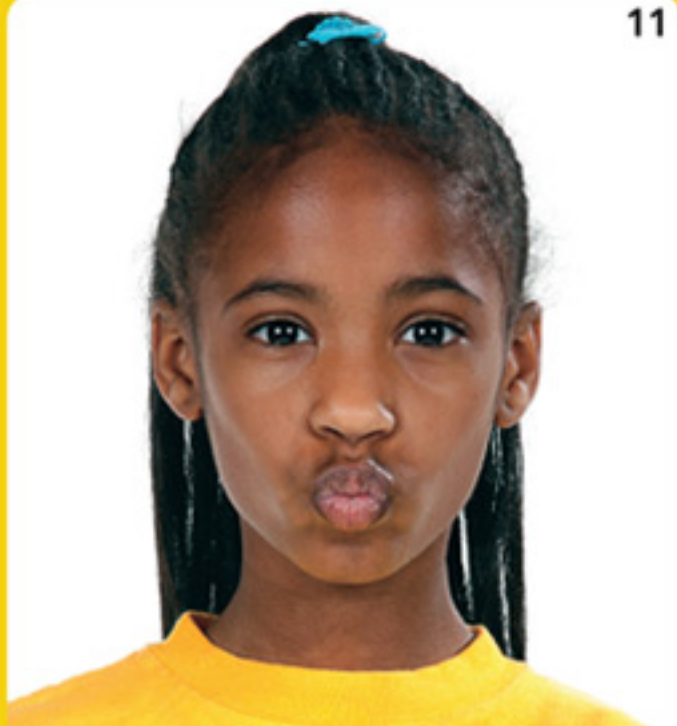


Jaw Dropper

Lower your jaw and open wide.

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Pucker Up

Squeeze your lips together
and push your lips out.

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Balloon Cheeks

Blow your cheeks
up like a balloon.

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Flat Tongue

Make your tongue flat.

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Jaw Jamboree

Move your jaw around like you are chewing food.