

Webber® Wordy Wheels®

Introduction

We've combined vibrant photos with our electronic spinner to create *Webber® Wordy Wheels® – S, L, R and Vocalic R*. 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.



Contents

- 21 double-sided, 9" Wheels (42 playing surfaces)
 - S and L sounds – 3 Wheels each for Initial, Medial, Final positions and Combo (12 Wheels)
 - R sounds – 2 Prevocalic and 12 Vocalic and 4 Combo (9 Wheels)
 - One double-sided 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. Be sure to 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 /l/, student produces three more initial /l/ words: **light**, **lucky**, and **lost**.
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, "the little **lamb**," "a **lamb** on a farm."
3. **New Sentences** Spin the spinner. The student must produce a number of new sentences for the target word. "I **love** my dog." "Do you **love** ice cream?" "I **love** eating pizza."
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 **lick**, he/she may say, "The lollipop is **fun to lick**." 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 /l/), he/she may say, "The **lamb** ate the **lime**." For older students, increase the challenge of adding two more target words of the student's choice (not on the wheels). "The **little lamb** ate the **large lime**."
5. **Find the Items** Spin the spinner. The student must find the number of items with the same target sound and position (initial /l/) in the classroom or therapy room as indicated on the spinner. For example: the student spins a "3". He might find a **lock**, a **large** map, or **loose** change. *This activity becomes more difficult when searching for items with medial and final sounds.*

Word List – Initial /S/



Wheel 1

seal
sad
suit
sock
sub
sing



Wheel 2

sick
sink
soap
sign
salt
soup



Wheel 3

sandwich
sofa
saddle
circle
seagull
seven

Word List - Medial /S/



Wheel 4

dancers
castle
icing
fussy
opossum
dresser



Wheel 5

muscle
bracelet
car seat
whistle
baseball
pencil



Wheel 6

grasshopper
recycle
bathing suit
bicycle
dinosaur
pacifier

Word List – Final /S/



Wheel 7

floss
grass
dice
goose
bus
ice



Wheel 8

house
nurse
purse
mouse
dress
juice



Wheel 9

shoelace
cactus
waitress
walrus
police
doghouse

16 Wordy Wheels®

Amy likes to **run** and play.



run

She picked the **yellow** corn.



corn

In the forest we saw a **black** bear.



bear

We live on the planet **Earth**.



Earth

Combo B

1 Wordy Wheels®

The yummy ice cream is **fun** to lick.



lick

Her **lips** are red and shiny.



lips

She put a **sour** lime in my drink.



lime

They **love** being together.



love

The young **lamb** says, "Baa."



lamb

My mom bought a **new** lamp.




lamp

Initial L

Initial L


7 Wordy Wheels®

He cleans his teeth **with dental floss**.




floss

He played **on the green grass**.




grass

I like my drink **full of ice**.



ice

The school bus came early.




bus

Final S


8 Wordy Wheels®

He jumped **on the skateboard**.




skateboard

My family's pet is a **Yorkie**.




Yorkie

I played the song **almost forty times**.



forty


I eat an orange at snack time.



orange


Vocalic OR

They love to eat **popcorn**!



popcorn

Keesha listened to the **whole story**.



story

Vocalic OR

40

Vocalic OR

40

Vocalic OR