

Webber®

Wordy Wheels®

SH CH TH

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 left.
6. The player to collect the most chips wins!



Super Duper® Publications

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1-800-277-8737

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Introduction

We've combined vibrant photos with our electronic spinner to create *Webber® Wordy Wheels® – SH, CH, TH (both voiced and voiceless)*. 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

- 18 double-sided, 9" wheels (36 playing surfaces)
- SH – 3 wheels for Initial, Medial, Final Positions and Combo (12 wheels)
- CH – 3 wheels for Initial, Medial, Final Positions and Combo (12 wheels)
- TH (combo of voiced and voiceless) – 3 wheels for Initial, Medial, Final Positions and Combo (12 wheels)
- Instruction Booklet

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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.

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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 **SH**, student produces three more initial **SH** words: **shine**, **shore**, and **shop**.
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 **ship**," and "on a big **ship**."
3. **New Sentences** Spin the spinner. The student must produce a number of new sentences for the target word. "I have a new blue **shirt**." "The **shirt** is very dirty." "Do you like my new **shirt**?"
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 **chef**, he may say, "The dog wants to be a **chef**." Create a silly sentence with a number of target words on the Wordy Wheel in the spinner. For example, if student spins **SH**, he may say, "The **chef** wore dirty **shoes**." For older students, increase the challenge by using more target words of the student's choice (e.g., "The **shy** **chef** wore **shiny** **shoes**").
5. **Find the Items** Spin the spinner. The student must find the number of items with the same sound and position (initial **SH**) in the classroom or room as indicated on the spinner. For example, if student spins a "3." He might find a **sharp** coin, or a **shiny** coin. *This activity becomes more difficult when searching for items with final sounds.*

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8. **Sound Hound** Grocery store flyers, newspaper inserts, etc., are good resources for this activity. Have students search for words in the text or pictures and photos that represent their target sounds and positions. Using more than one target sound for this activity is appropriate. For example, some students may be looking for initial **SH** and others, initial **CH**. Have students cut out the pictures and glue or tape them on a sheet of paper with the target sound named at the top. The students may find pictures for initial **SH** like: **sherbet**, vanilla **shake**, **shortening**, **shortcake**, **shaved ice**, etc. For **CH**, they may find: **chips**, **chaps**, **charger**, **chimes**, **charcoal**, **chili**, **chipmunk**, etc.

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 found on the wheel to avoid duplication. Initial **SH**: **shape**, **ship**, **shed**, **sheets**, **shoes**, **chef** (**short**, **shake**, **shop**, **Shawn**, **should**, **shine**, etc.). Give students an opportunity to look around the room or outside for answers: **sharp** pencil, **shiny** coin, **shelf**, **short** table, **shovel**, **shut** door, etc.
7. **Let's Make a Wheel** Use the included blank Wordy Wheel and make a copy for each student. After students have an opportunity to practice their target sound, have the students make their own Wordy Wheel using their target sound and position. Have students draw a picture for their target word or cut pictures from child-friendly magazines or newspaper inserts. Use the word list the students created for Activity #7 to create their wheel. *Students should not repeat the words, phrases, and sentences found on the original Wordy Wheels®.* After each student creates his own wheel and the SLP confirms the student's choices are correct, use the new wheels to repeat Activities #1-4. The SLP may need to help students write or spell their sentences correctly.



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Word List - Initial SH



Wheel 1

chef
shape
ship
shed
sheets
shoes



Wheel 2

shark
shells
Shane
shin
sheep
shirt



Wheel 3

shampoo
sugar
shingles
sheriff
shortcake
chauffeur

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6

Word List - Medial SH



Wheel 4

cashier
dishes
fishing
lotion
ocean
windshield



Wheel 5

nightshirt
bushes
Marsha
seashore
handshake
glaciers



Wheel 6

marshmallows
beautician
dictionary
addition
stationery
pincushion

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7