Communication Games:

Have a go at these fun communication games. They can be played in pairs or groups.

The blindfold Game

Focus: Listening to and giving instructions:

Played in pairs

Create an obstacle course with everyday items around the house or out in the garden.

One person wears a blindfold, second person has to give clear instructions to guide their partner safely through the course.

When complete change over.

You Don't Say:

Focus: Non-verbal communication:

Focus helping to read non- verbal cues, body language and facial expressions.

Use the prompt cards and take in turns to act out and interpret the meanings of these behaviours.

First person acts the behaviour on the card.

Second person guesses what they are doing and what it could mean, for example, if I keep looking at my watch, it could mean I have to be somewhere on time but could also mean I am bored.

Mirrors:

Focus: eye contact and emotional awareness

Played in pairs. One partner is the leader. The other will follow the facial expressions and body language of the leader.

Change over roles.

Popcorn storytelling:

Focus: on active listening.

Use the starting sentence, "Once upon a time, a tiny grey elephant…."

Each person then adds to the story based on what the previous participant has added to the story, each time beginning with Once upon a time, a tiny grey elephant and saying everything that has already been said before adding the new line.

The shopping game:

Focus: on active listening

Similar to the popcorn storytelling but involves a shopping list.

First person begins by saying "One day I went shopping and bought ----- "

The next person says "One day I went shopping and bought (what the previous player has said) and then adds their own item continue until you cannot think of anything to add.

Describe what you see:

Focus: on explaining something.

You will need a pack of picture playing cards ie: happy families or a book with lots of pictures.

Take it in turns to describe what you see in the picture by saying single words, without showing the other player. Other Player has to guess what the picture is about.

For example I could say window, open, white, tree etc.