Fronting

The Path to Mastery of a Target Sound or Suppression of a Phonological Process

Identify sound or phonological process to address



Increase Awareness

- 1. Auditory Bombardment
- 2. Introduce Terminology and/or Cue (if appropriate)
 - A. Tactile Cue
 - B. Visual Speech Sound Cue
 - C. Minimal Pairs



Increase Production at Sound Level



Increase Production at Word Level

Begin with CV and VC and slowly increase complexity of words (add sounds and syllables). Words can be nonsense words at first. Work on production in the initial, medial and final position of words. Minimal pairs.



Increase Production at Phrase Level

Work on target sound or phonological process in a word within a phrase.



Increase Production at the Sentence Level

Work on target sound or phonological process in a word within a sentence.

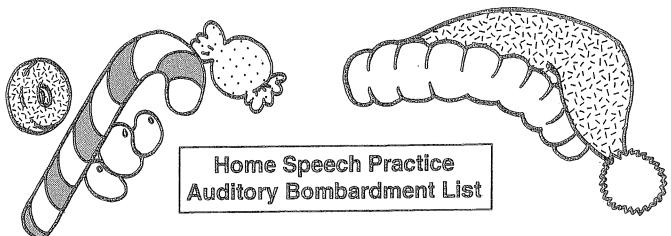


Increase Production in Conversation (Everyday Speech)

The focus is to cue errors when they occur during spontaneous speech activities. Trying to assist the child in self-monitoring his own speech.

Activities/Games

- 1. Articulation/Phonological Game boards
- 2. Storybook with vocabulary pictures and game boards
- 3. General reinforcement games Animal Buddies, Brennan the Bear games, Ints in the Pants with artic cards.
- 4. Memory game with articulation cards or minimal pair cards.
- 5. Worksheets
- 6. Scissors and Glue activities
- 7. Scavenger Hunt with target sound cards.
- 8. Fishing
- 9. Pass the bag



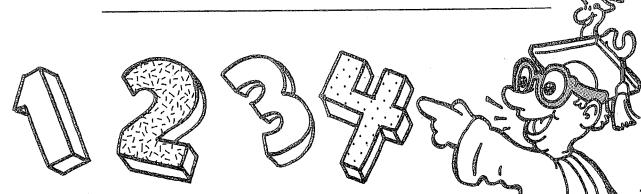
Target Sound(s): "K" Sound at the Beginning of Words

Date:		

Ask your child to listen carefully as you read the following list of words slowly and clearly. It is important that your child not repeat these words but just listen to them quietly. Please spend one to two minutes daily reading these words to your child. After listening to the words, your child may color the pictures on this page!

key	can	cart	candy
car	cap	code	cold
comic	cool	couch	count
) keep	kid	kind	kit

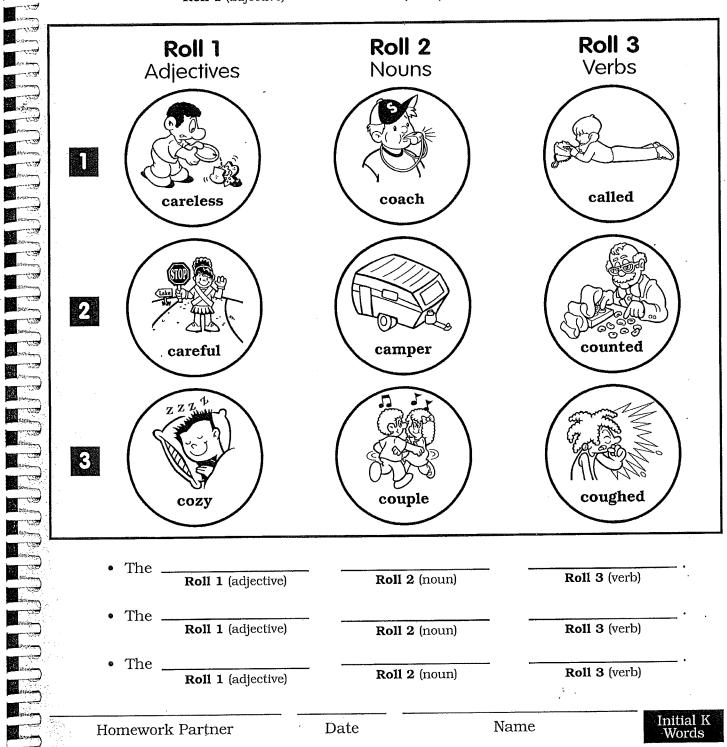
Additional Comments / Helpful Hints:



Silly Bubble Sentence Game

Directions: Read/say aloud all the words in the bubbles. To make your silly sentences, roll the die three times. On Roll 1, say aloud/write down the word that matches up with the adjective. (If you roll a three, choose adjective number three.) On Roll 2, say aloud/write down the matching noun. On Roll 3, say aloud/write down the matching verb. Then say your silly sentence. To make more sentences, just keep rolling the die! Remember to use your good K sound.

called couple careless • The _ Roll 3 (verb) Roll 2 (noun) Roll 1 (adjective)



Homework Partner

Roll 1 (adjective)

Roll 1 (adjective)

The

The

Date

Name

Initial K Words.

Roll 3 (verb)

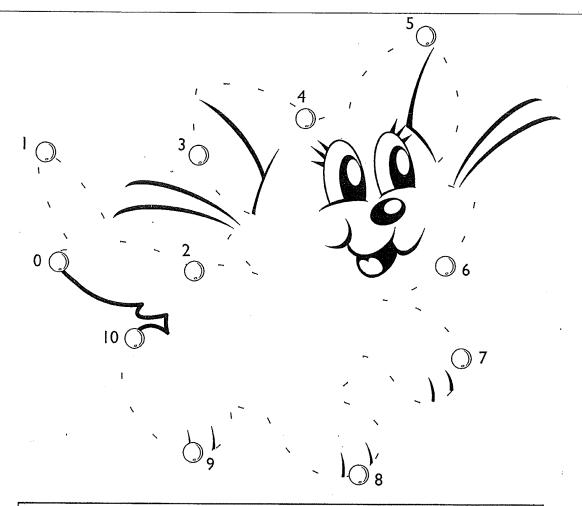
Roll 3 (verb)

Roll 2 (noun)

Roll 2 (noun)

Bubble Dot-to-Dot

Directions: Look at the words below and say each word aloud. Then, say each word a second time, and as you say each word connect the dots.





0-1. cabin



1-2. caboose



2-3. camel



3-4. campfire



4-5. candle



5-6. canoe



6-7. castle



7-8. coffee



8-9. compass



9-10. kitten

Homework Partner

Date

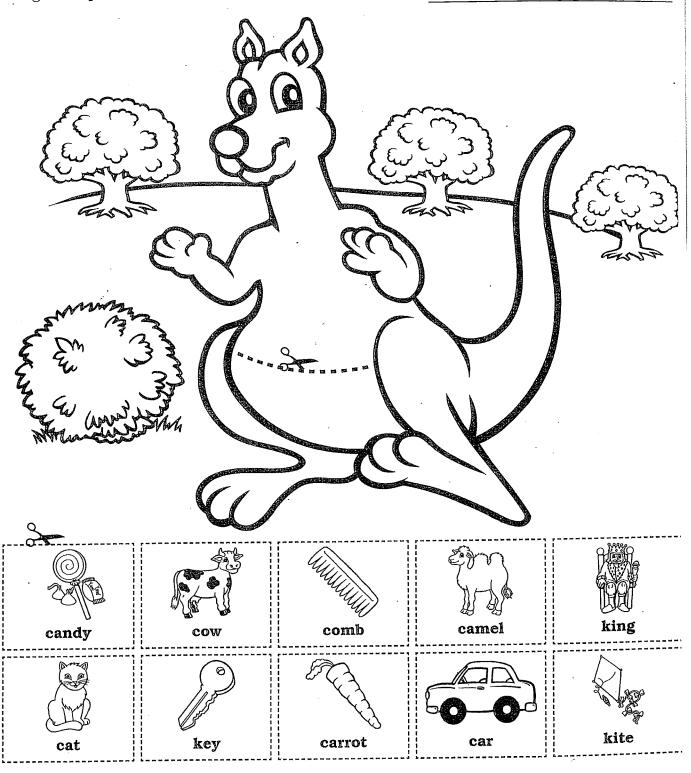
Name

Initial K Words

, d

Kangaroo's Pouch

Directions: Cut out the picture-word cards below. Then, cut along the dotted line to make a pouch for the kangaroo. Read/say aloud each word as you place the cards into the kangaroo's pouch. Remember to use your good K sound.



Homework Partner

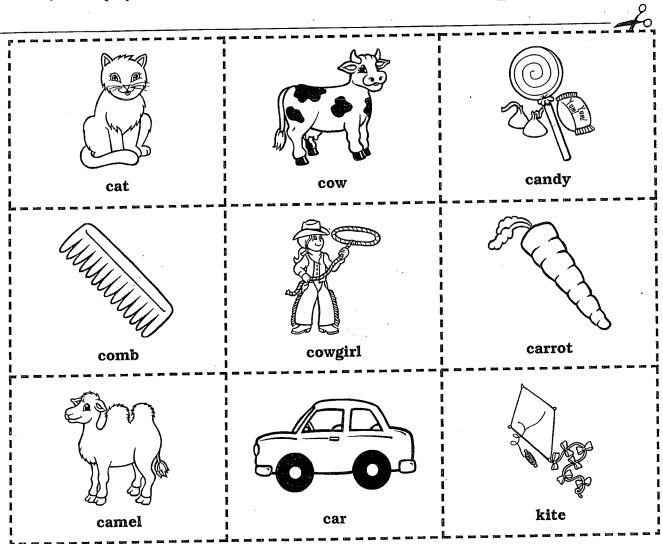
Date

Speech-Language Pathologist



Hide-and-Seek

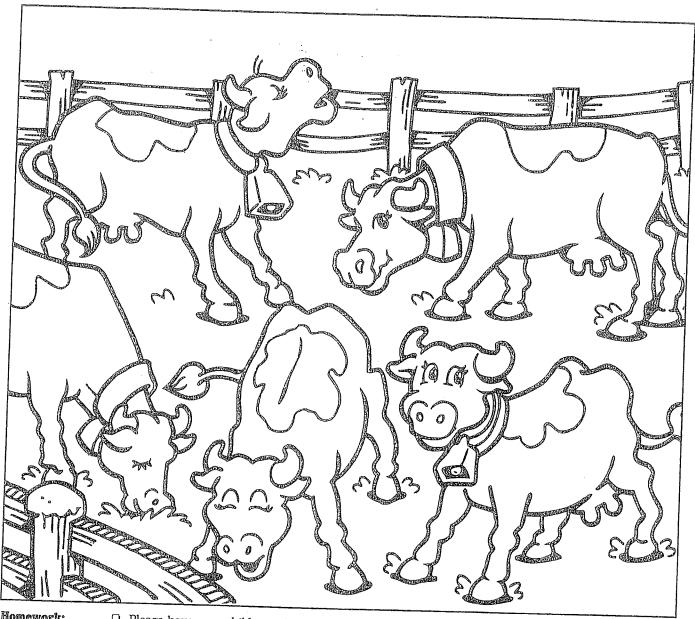
Directions: Read/say aloud the picture-words. If you prefer, glue the pictures on a file folder/cardboard. Cut out the pictures and key. Place the pictures face up. Have your partner hide the key under a picture. Name the picture where you think the key is hidden. (Comb?) First player to find the key wins! Use your good K sound.





'Til the Cows Come Home

Instructions: Every time you see a cow, say "cow" ____ times and color in a cow. Please return by: _____



Homework:

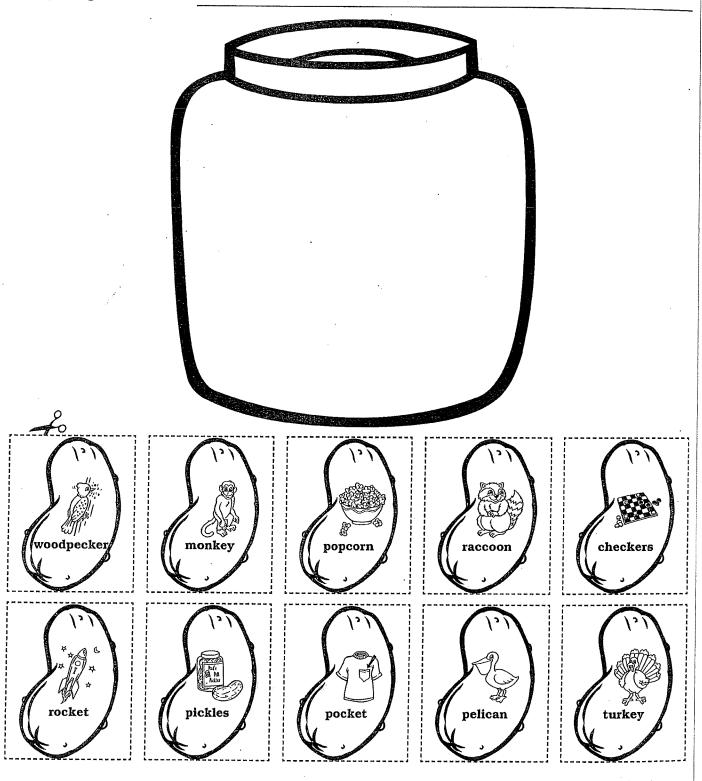
- $\ensuremath{\square}$ Please have your child complete all the activities below.
- Please have your child complete only the activities checked below.
- ☐ Touch each cow. Say "cow" ____ times. Draw a cap on each cow. Say "cap" ____ times.
- ☐ Draw a picture of your favorite cap.
- Q Partner recites: "Little Boy Blue, come blow your horn. The sheep's in the meadow, the cow's in the corn." Teach this rhyme to your child. Emphasize the "k" sound.
- D Practice these other "K" words: keep, cape, cup, corn, king, cook, cake, couch.

Helper Signature Name

Date

Pickles in a Jar

Directions: Cut out the pickles below and place them face down. As you choose a pickle, read/say aloud the picture-word on it and place the pickle onto the pickle jar. Remember tc use your good K sound.



Homework Partner

Date

Speech-Language Pathologist



Chuc<u>k</u> Duc<u>k</u> too<u>k</u> a snac<u>k</u> from his sac<u>k</u> and swam to the roc<u>k</u>. "Quac<u>k</u>," gaid Chuc<u>k</u> Duc<u>k</u>. Ze<u>k</u>e Sna<u>k</u>e didn't understand "Quac<u>k</u>," quac<u>k</u>."



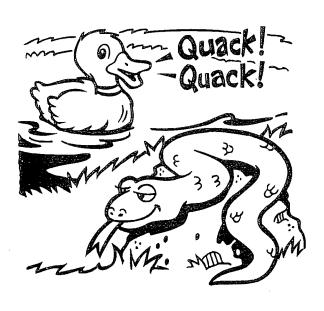
 $Ze\underline{\underline{K}}e$ Sna $\underline{\underline{K}}e$ didn't understand "quac $\underline{\underline{K}}e$, quac $\underline{\underline{K}}e$." "Hisssssssssssas," said $Ze\underline{\underline{K}}e$ Sna $\underline{\underline{K}}e$. But Chuc $\underline{\underline{K}}$ Duc $\underline{\underline{K}}$ didn't understand "Hisssssssssssssss"



A Sack Snack



But he DID understand "sack and snack." So, Zeke Snake and Chuck Duck sat on a rock by the lake quietly eating a snack from Chuck's sack.

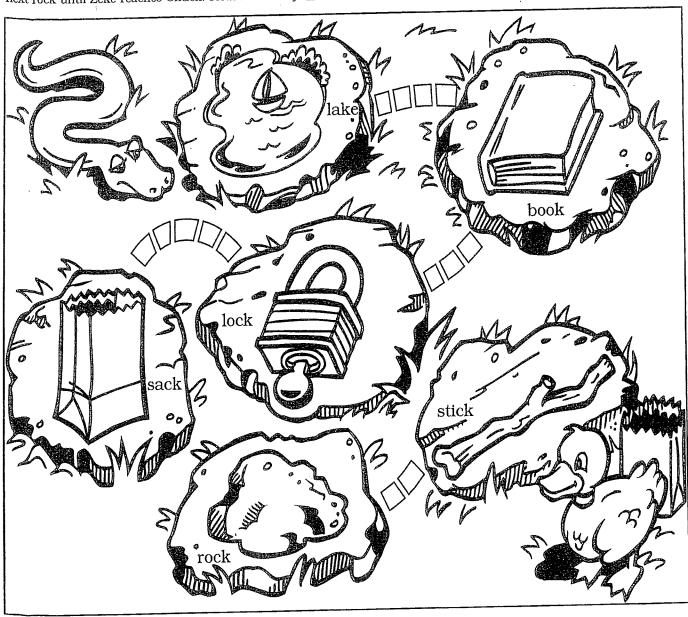


Zeke Snake lived by a lake. Chuck Duck lived on the lake. One day, Zeke Snake was sunning himself on a rock. "Quack, quack," said Chuck Duck.

©1999 Super Duper® 1-800-277-8737 • Wait the Web! www.superduperinc.com 1

Rock Solid Friendship

Instructions: Help Zeke Snake get to Chuck Duck. Say each word on the rock ____ times and color in the dotted line to the next rock until Zeke reaches Chuck. Please return by: ______.



Honework:

- $\ \square$ Please have your child complete all the activities below.
- ☐ Please have your child complete only the activities checked below.
- $\ \square$ Make a healthy snack. Finish this sentence: a good snack is ____.
- Q Repeat this nursery rhyme: "Jack be nimble, Jack be quick. Jack jump over the candlestick."
- ☐ Tell a "knock knock" joke. Ex: "Knock, knock." "Who's there?" "Boo!" "Boo, who?" "Why are you crying?"

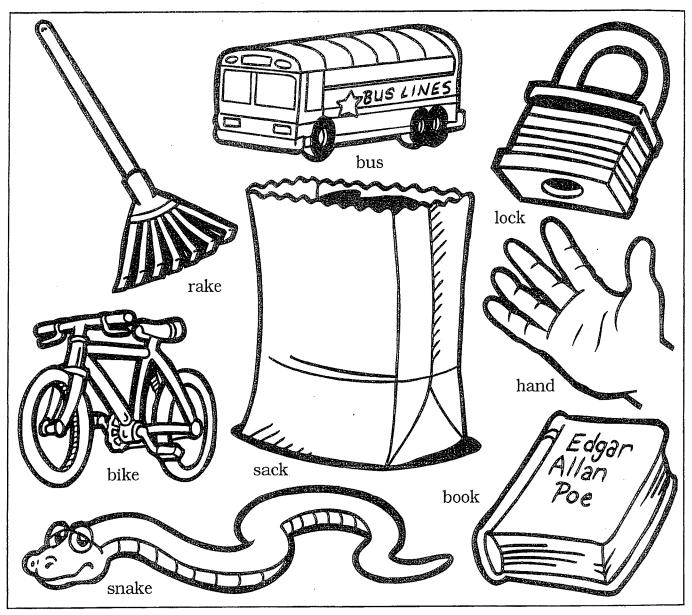
Name Helper Signature Date

Speech - Language Pathologist

Target: Final K

Snack Time

Instructions: This sack only holds pictures that end with the "k" sound. Draw a line from the picture to the sack if the word ends with the "k" sound. Say each word ____ times. Then color it. Please return by: ______.



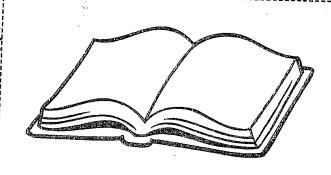
Homework:

- Please have your child complete all the activities below.
- Please have your child complete only the activities checked below.
- $\ \square$ Touch each picture in the sack and say each word $__$ times.
- ☐ Which one: Can you ride? Is a garden tool? Is an animal? Can you read?
- ☐ Practice these other end in "k" words: take, cake, neck, back, book, knock, rake.
- D Find ____ things in your house that are the shape of a circle. Say "pancake" every time you find one.

Name Helper Signature Date

A Sack Snack

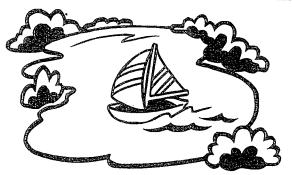
Final K



book



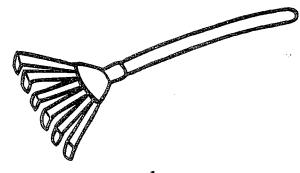
lock



lake



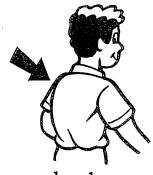
sack



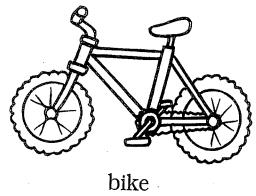
rake



sock

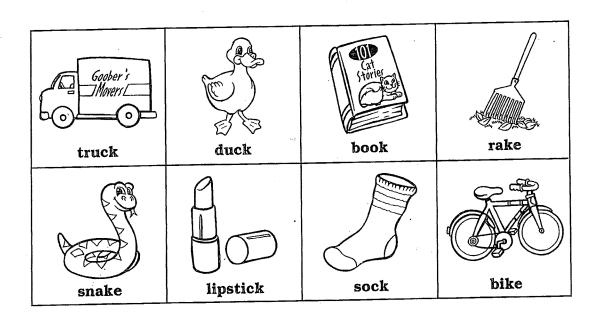


back



What Am I?

Directions: Read/say aloud each picture-word below. Then, read each question. Fill in the blank with the appropriate word. Read/say each answer aloud, using your good K sound.



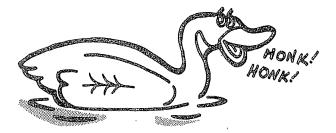
1.	I am yellow and have feathers. I am a
2.	I go on your foot to keep it warm. I am a
3.	Use me to pile up your leaves. I am a
4.	Girls put me on their lips. I am
5.	I hiss and slither. I am a
6.	I have two wheels and handlebars. I am a
7.	I have many pages and people read me. I am a
8.	I am bigger than a van and move things. I am a
	Answers: 1. duck, 2. sock, 3. rake, 4. lipstick, 5. snake, 6. bike, 7. book, 8. truck

Homework Partner

Date

Speech-Language Pathologist







Home Speech Practice Auditory Bombardment List

Target Sound(s): "G" Sound at the Beginning of Words

Date:

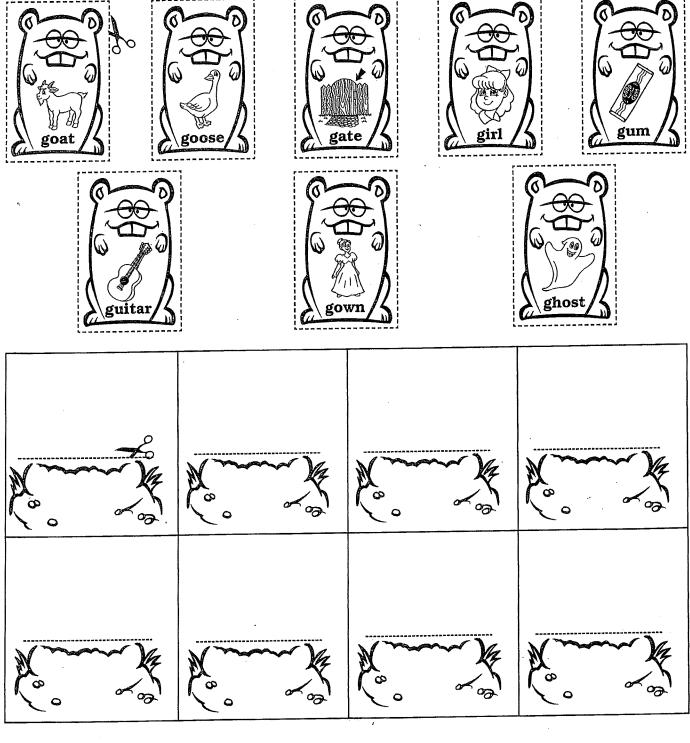
Ask your child to listen carefully as you read the following list of words slowly and clearly. It is important that your child not repeat these words but just listen to them quietly. Please spend one to two minutes daily reading these words to your child. After listening to the words, your child may color the pictures on this page!

go	gum	gang	garbage
gown	gear	giggle	girl
goat	gobble	gold	gun
good	goose	goof	guard

Additional Comments / Helpful Hints:

Gopher Game

Directions: Cut out the gophers below and along the dotted lines on the holes. Poke a gopher halfway through each hole, enough so that the word is not showing. Choose a gopher to pull through hole and read/say each picture—word aloud, using your good G sound.



Online www.superduperinc.com

Guy Gopher.

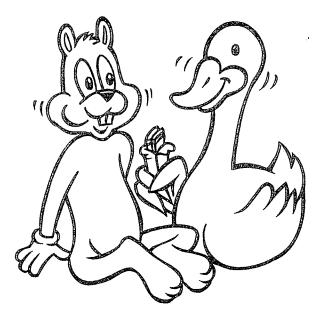
 \underline{G} ary \underline{G} oose came back. "What is wrong, \underline{G} uy \underline{G} opher?" asked \underline{G} ary \underline{G} oose. "Where did you go?" asked



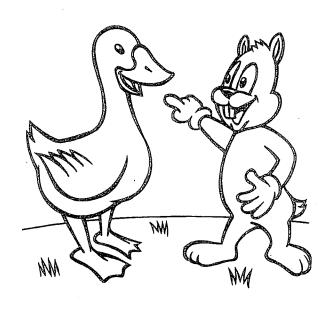
 \underline{G} uy \underline{G} opher counted to ten and said, " \underline{G} ol" He looked for \underline{G} ary \underline{G} oose, but he was gone. "This game is not fun," said \underline{G} uy \underline{G} opher.



Gary Goose Hides



"I went to the gas station to get gum," said <u>Gary Goose</u>. <u>Gary Goose</u> and <u>Guy Gopher</u> sat and chewed gum. "This game is fun," said <u>Guy Gopher</u>.

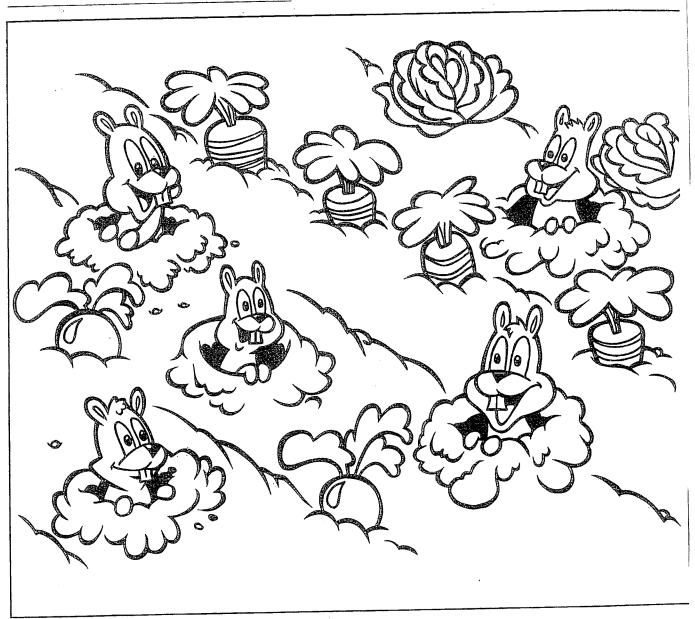


<u>Gary Goose and Guy Gopher were</u> playing a game. "<u>Go hide, Gary Goose," said Guy Gopher. So Gary Goose went to hide.</u>

01999 Super Duper@ 1-800-277-8737 . Visit the Web! www.superduperinc.com

Gopher It

Instructions: Every time you say "Go, Guy" ____ times you can color one of the gophers in his hole. Please return by



Homework:

. .

- \square Please have your child complete all the activities below.
- Q Please have your child complete only the activities checked below.
- ☐ Touch each gopher and say, "Go! Go!"
- ☐ Play your favorite game.
- ☐ Practice these other "G" words: gone, gown, gate, garden, girl, good-bye, gooey, ghost.
- ☐ Play hide and seek, but instead of saying "Ready or not, here I come," say "Go for it, gopher!"

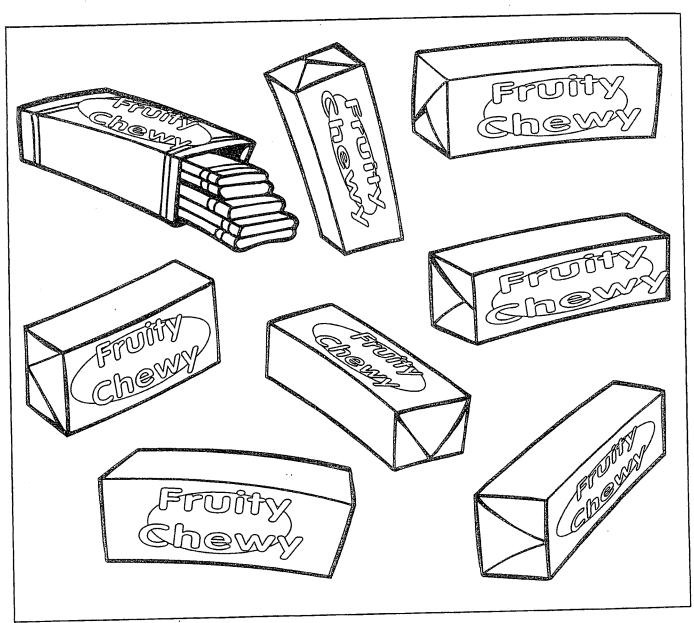
Name

Helper Signature

Date

Gum Chum

Instructions: Every time you say "gum" ____ times, color in a pack of gum. Please return by: ____



Homework:

- $\ensuremath{\square}$ Please have your child complete all the activities below.
- ☐ Please have your child complete only the activities checked below.
- ☐ Say "gum is gooey" ____ times.
- ☐ Think of some other things that are gooey. What are they? (ex: peanut butter, mashed potatoes, etc.) Say "____ is gooey" each time!
- ☐ Make some "goo" using cornstarch, water, and food coloring. Say "gooey!" as you dip your hands in it.
- ☐ What are some other things you can chew besides gum? (ex: licorice, tootsie rolls, gummy bears, etc.)

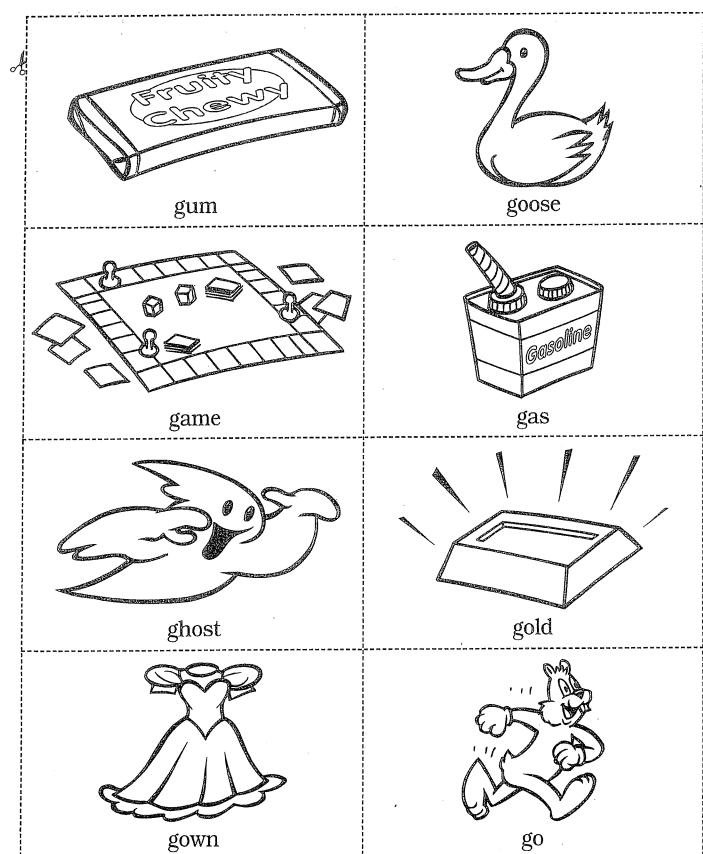
Name Helper Signature

Date

Speech - Language Pathologist

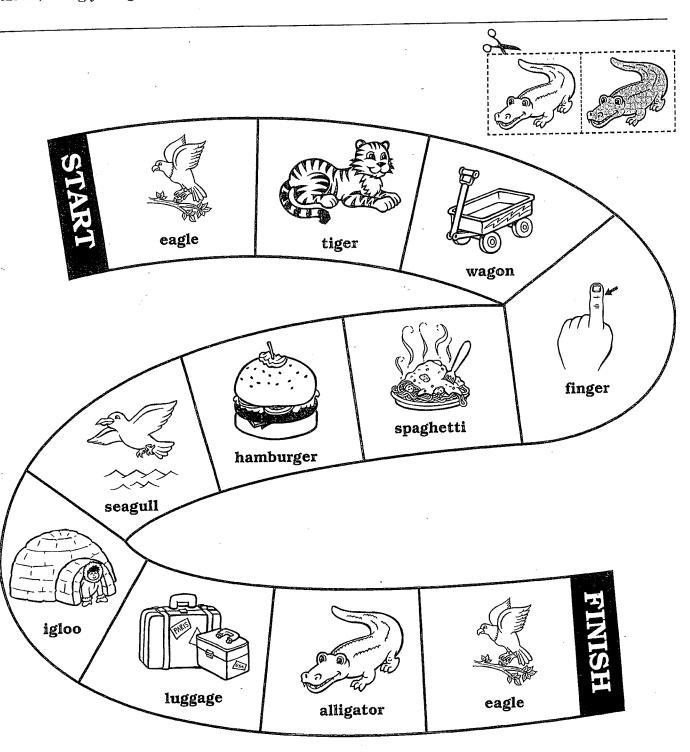
Gary Goose and Guy Gopher

Initial G



Alligator!

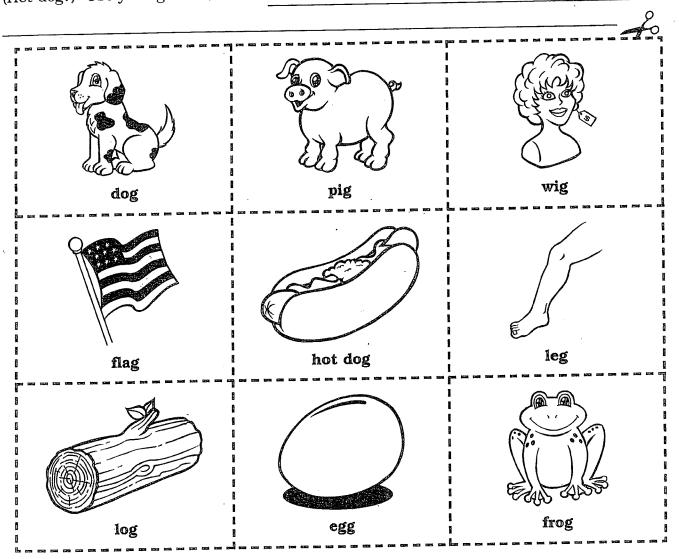
Directions: Read/say aloud the picture-words below. Then, cut out the markers. Flip a coin (heads=1, tails=2) to determine how many spaces to move. As you move, read/say each word aloud, using your good G sound. First player to reach the finish wins.

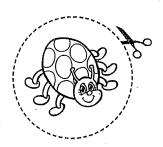


Ŋ

Hide-and-Seek

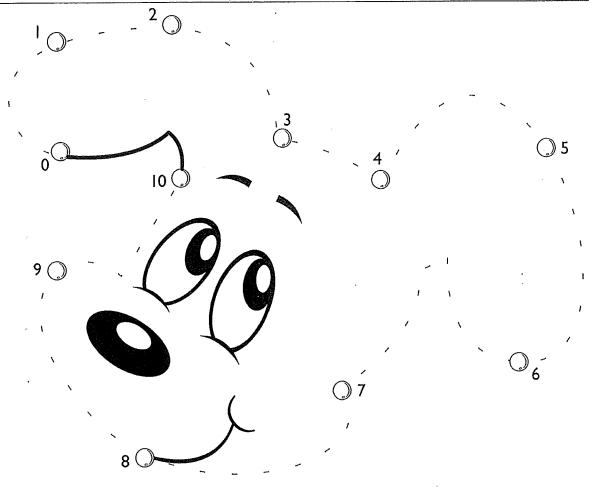
Directions: Read/say aloud the picture-words. If you prefer, glue the pictures on a file folder/cardboard. Cut out the pictures and bug. Place the pictures face up. Have your partner hide the bug under a picture. Name the picture where you think the bug is hidden. (Hot dog?) Use your good G sound.

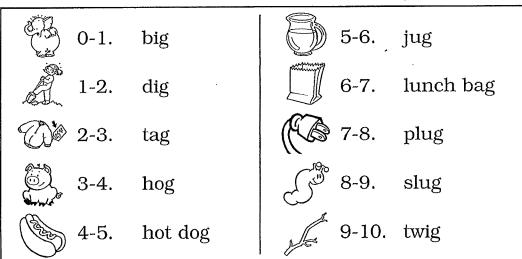




Bubble Dot-to-Dot

Directions: Look at the words below and say each word aloud. Then, say each word a second time, and as you say each word connect the dots.





Name

Silly Bubble Sentence Game

Directions: Read/say aloud all the words in the bubbles. To make your silly sentences, roll the die three times. On Roll 1, say aloud/write down the word that matches up with the adjective. (If you roll a three, choose adjective number three.) On Roll 2, say aloud/write down the matching noun. On Roll 3, say aloud/write down the matching verb. Then say your silly sentence. To make more sentences, just keep rolling the die! Remember to use your good G sound.

slugwillbegRoll 2 (noun)Roll 3 (verb) • The ___ Roll 1 (adjective) Roll 3 Roll 2 Roll 1 **Verbs Nouns** Adjectives clog hog Myself and I brag frog 3 slug vague _ will ______ Roll 3 (verb) The -Roll 2 (noun) Roll 1 (adjective)

> Final G Words

The _

The _

Roll 1 (adjective)

Roll 1 (adjective)

__ will ___

____ will ____

Roll 3 (verb)

Roll 3 (verb)

Roll 2 (noun)

Roll 2 (noun)