Build a Snowman

These resources can be used in different ways. Some suggestions:

1: Give Instructions/comment for a craft activity to create a snowman.

Use key words on the **COMMUNICATION** board to:

-direct a friend/staff/family to help create your snowman.

Examples of language to use:



[I want] + [BODY PART/CLOTHES] - "I want head", "I want hat"

[You put] + [BODY PART/CLOTHES] – "You put eyes on", "You put scarf on"

[I want] + [more] + [BODY PART] - "I want more arms", "I want more mouth"

-comment on your creation.

Examples of language to use:

[I like} + [BODY PART/CLOTHES] – "I like that hat", "I like your snowman"

Additional ideas to facilitate specific language.

Use key words within COMMUNICATION board to:

-indicate [finished] or need for [more]

-request [help]

-use negative: Staff/family can purposely give wrong item to encourage use of [not]



2: Play Build a Snowman

Create the dice with key words or cut out cards

Take turns rolling the die / turning over cards to find specific parts to build your snowman.

You can only use the parts selected by the dice/cards

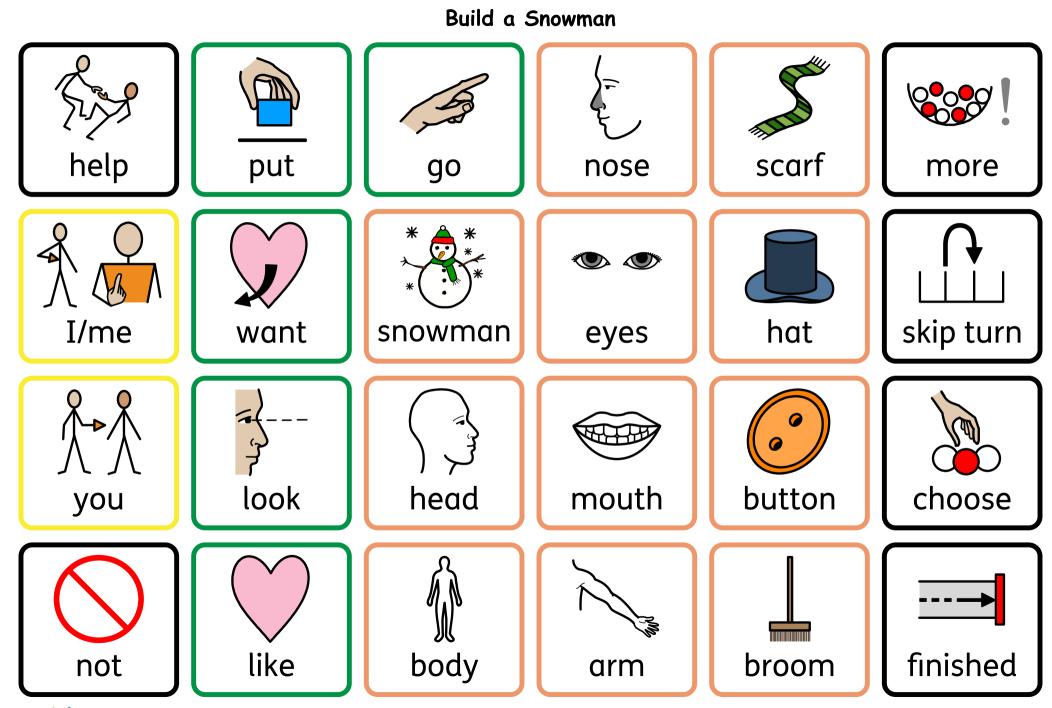
IF the dice/cards lands is CHOOSE, player can choose a part that they need.

IF the dice/cards lands is SKIP TURN, the player loses a turn.

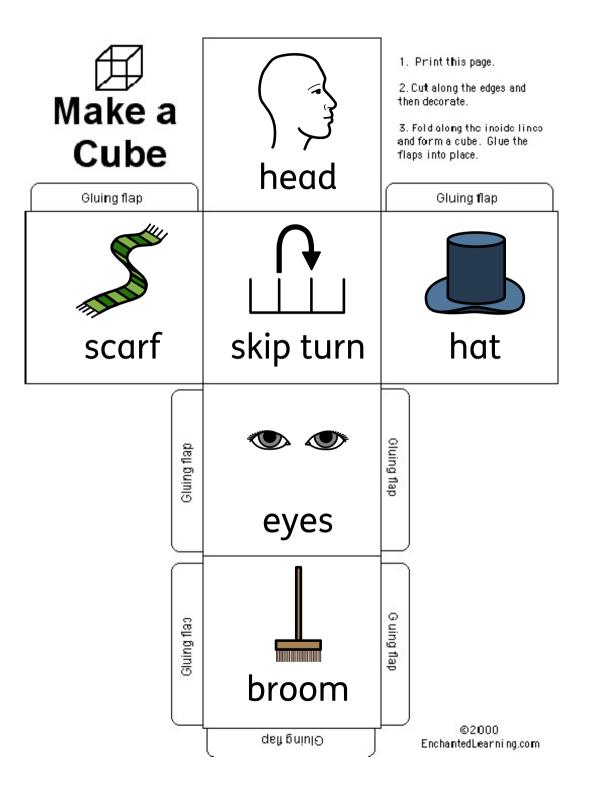
The first player to complete their snowman is the winner.

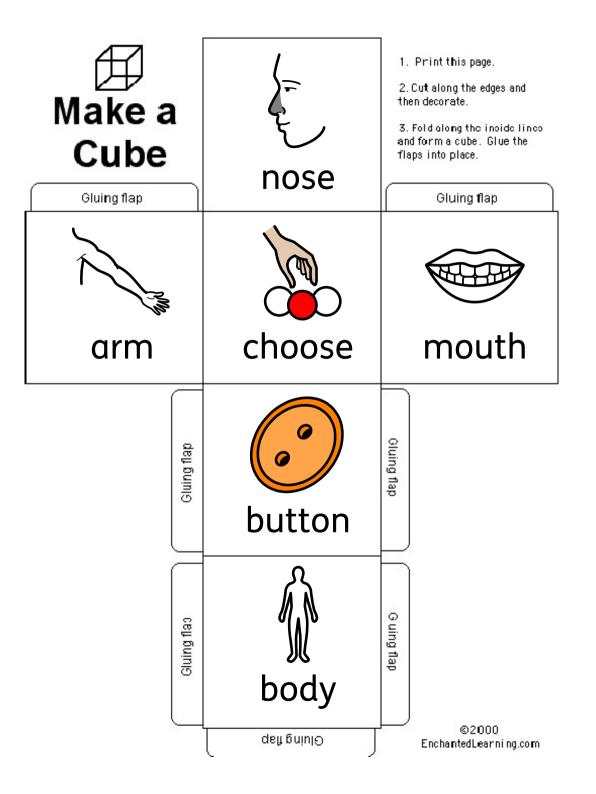
BUT everyone can finish their lovely snowman to decorate.



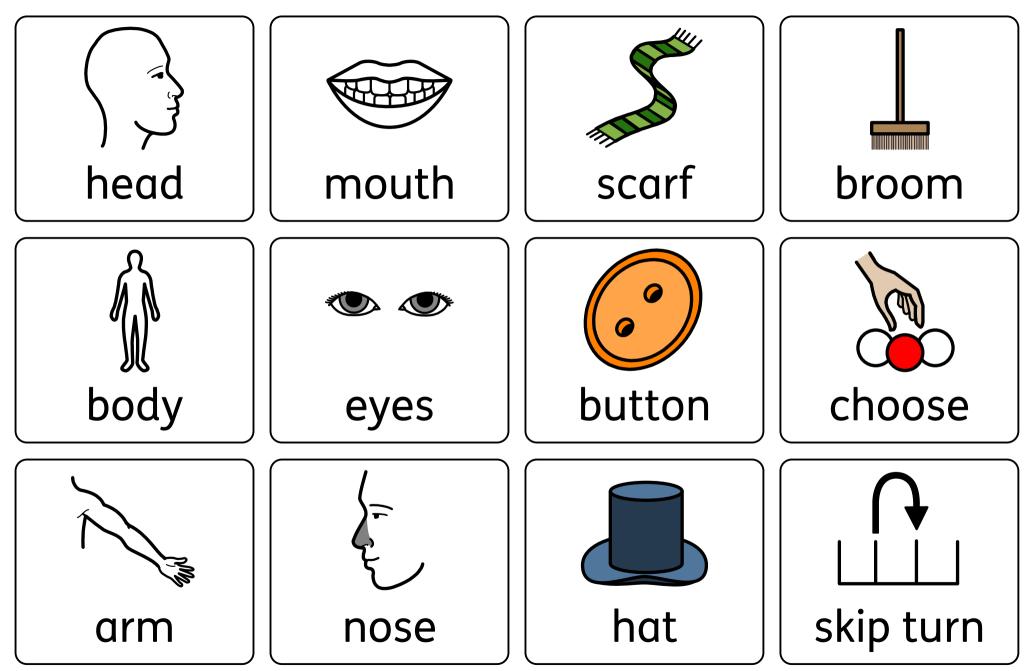








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cut out cards
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cut out to build a snowman





