



Simple Saying Circle Games

Below are simple communication games you can play with everyone seated in a circle.

Sound the Gong!

This game requires a drum or bell to ring and paper strips placed in a box/hat, while everyone is seated in a large circle format.

Each person is able to pick pass the box around with paper strips in it. They take one and pass the box to the next player at the end of their turn. They read the paper strip to themselves and act or make sounds (you cannot say words unless they are distorted) to have others guess what is on their strip. If someone guesses it they hit the gong or bell.

Sing A Song!

This game is played like musical chairs. With chairs placed randomly (make it easier by placing the chairs in a row and walking around them) in a designated area, music plays and everyone wanders around singing with the music. When the music stops, they immediately find a chair to sit in to remain playing the game (each round you omit another chair). On each chair is a sound. When the music stops and everyone grabs a seat that has a sound (write a sound such as "Gr" on index cards place one on each chair) card taped to it. They are then asked to make the sound of the sign on their seat, if they mistake it, the person without a chair can have a chance to say the sound correctly. If it is clearly better, then they take the seat away from the person who did not say the sound correctly.

Note that cards may have words or brief sentences or riddles on them depending on what skill is being addressed.

See & Say!

While seated in a circle, establish who's turn it is by letting them hold a visible object. The person holding the object then looks at a person in the circle without making a sound and then looks at an object in the room. That person who was selected by the person who is holding the object then walks over to where the person then looked. They must direct them with their eyes alone. The selected person then calls out what they see in that area. The goal is to guess what the person holding the object was thinking of. When they say the correct answer they return to the circle and the object is passed to the next person to repeat the process.