

## BUTTON, BUTTON, WHO'S GOT THE BUTTON?

### OPEN-ENDED QUESTIONS THROUGH GAMES!

#### THINK ABOUT . . .

Children with hearing loss need a lot of exposure to different types of questions, especially open-ended or 'wh' questions. Asking these types of questions help children improve their auditory recall skills by activating their working memory and increase vocabulary by being able to expand on a certain topic more fully.



#### ACTIVITY

- 1- Gather children in a circle, and tell them you'll be playing a new game, so they need to listen extra closely to remember the rules.
- 2- Explain the rules of the game (Rules – stand in a circle. One person is 'it' (the leader) and starts with a button in their hands. All other children face the center of the circle with their palms together, ready to receive the button. The child with the button goes to each child in the circle and pretends to drop the button in each person's hands. After going around the whole circle, they say, "Button, button, who's got the button?", asking each child, starting at their left. Each child will guess who has the button by saying "Joe has the button", until someone guesses correctly. The first child to guess correctly is the next leader.
- 3- After explaining the rules, proceed to ask comprehension questions to individual children:
  - a. Where do you stand/sit to play?
  - b. What object do we need to play?
  - c. Who is chosen to be the next leader?
  - d. When is it the next person's turn?
  - e. What do you do if you get the button?
  - f. Why shouldn't you tell if you have the button?
- 4- These questions should be asked before starting the game but can be asked throughout gameplay. They can be adapted to any game rules.

#### MATERIALS NEEDED:

- One button (can even use a coin and change the name of the game)
- Friends or family to play with! At least 3-4 people is ideal.

#### PREPARATION:

- 1- Create an environment that facilitates active listening (turn off TV or music, decrease distance between yourself and children learning the game)
- 2- Can be played in any area big enough to either stand or sit in a circle.

#### VOCABULARY:

- Who
- What
- Where
- When
- Why
- How
- Game-specific vocabulary (button, friends' names, etc).

#### HELPFUL TIPS:

- Have an adult start as the person who is 'it' to demonstrate how to play.
- Pre-teach unknown vocabulary using familiar objects when possible (i.e. showing a button, discussing its features).
- This activity can be adapted to any game that involves rules and more than one person.
- This is most effective if used with a new game, but a familiar game can be used if this is too difficult.
- Use 'wh' or open-ended questions in other motivating contexts, such as during book reading or with a familiar song.

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