

## Who Doing

**All the symbols and pictures you will need for these tasks are below.**

1. Use the colourful semantic symbol cards for **who** and **doing**. Cut these out and stick 6 who symbols onto a dice template and the same for the 6 doing symbols. Get the child to roll the orange dice and then the yellow dice. They can then form the short sentence e.g. 'the girl is playing', 'the baby is eating', 'the boy is reading'. Due to the nature of rolling the dice, the sentences may not make sense but the children are likely to find this more engaging if they are funny. They may also enjoy forming sentences which do make logical sense and showing you these by using the dice. Twinkl also have some Colourful Semantic Dice to print off:

<https://www.twinkl.co.uk/resource/t-s-2547066-colourful-semantics-who-doing-what-dice-nets>

2. Set up the colourful semantic stand using a piece of card or have a velcro strip where the symbols can be stuck to and the coloured cards. Choose a number of pictures and show each picture one at a time to the child. Give the child forced choices of 2 symbols for each level (who and doing). Ask the child to look at the picture and ask the child the necessary questions – first 'who is in the picture? - is it a boy or a girl?'. Then let them choose the symbol out of the 2 you gave them. Then do the same for the 'doing' section - 'what is the girl doing? - is she playing or is she drinking?'. Then if the child is able to, get the child to read/use the symbols to form the sentence altogether and say it out loud. You can then model this with any extra information such as determiners/auxiliary verbs.



3. Read a book which the child is working on in class e.g. Biff and Chip. Ensure you have symbols for the characters and their actions prior to this task. Read through the book with the child and ask them questions when appropriate e.g. 'who is that?' and

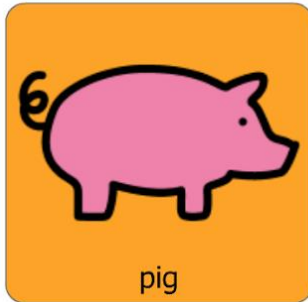
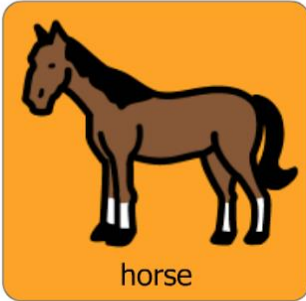
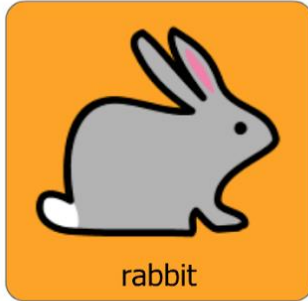
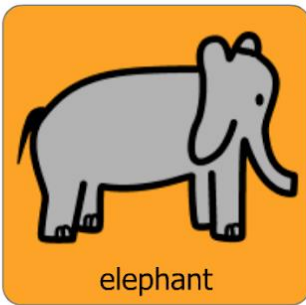
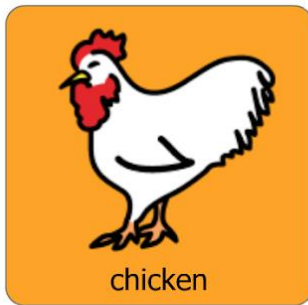
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'what is Biff doing?'. Again the child can choose from the forced choice symbols presented to them.

4. Have the orange and yellow symbols in separate piles and turned over so that the child cannot see the symbols. Get the child to turn over one symbols from the orange pile and one from the yellow pile. The child can then build a silly sentence with the symbols e.g. 'The sheep is swimming'.





girl



boy



baby



doctor



teacher



cat



grandma



farmer



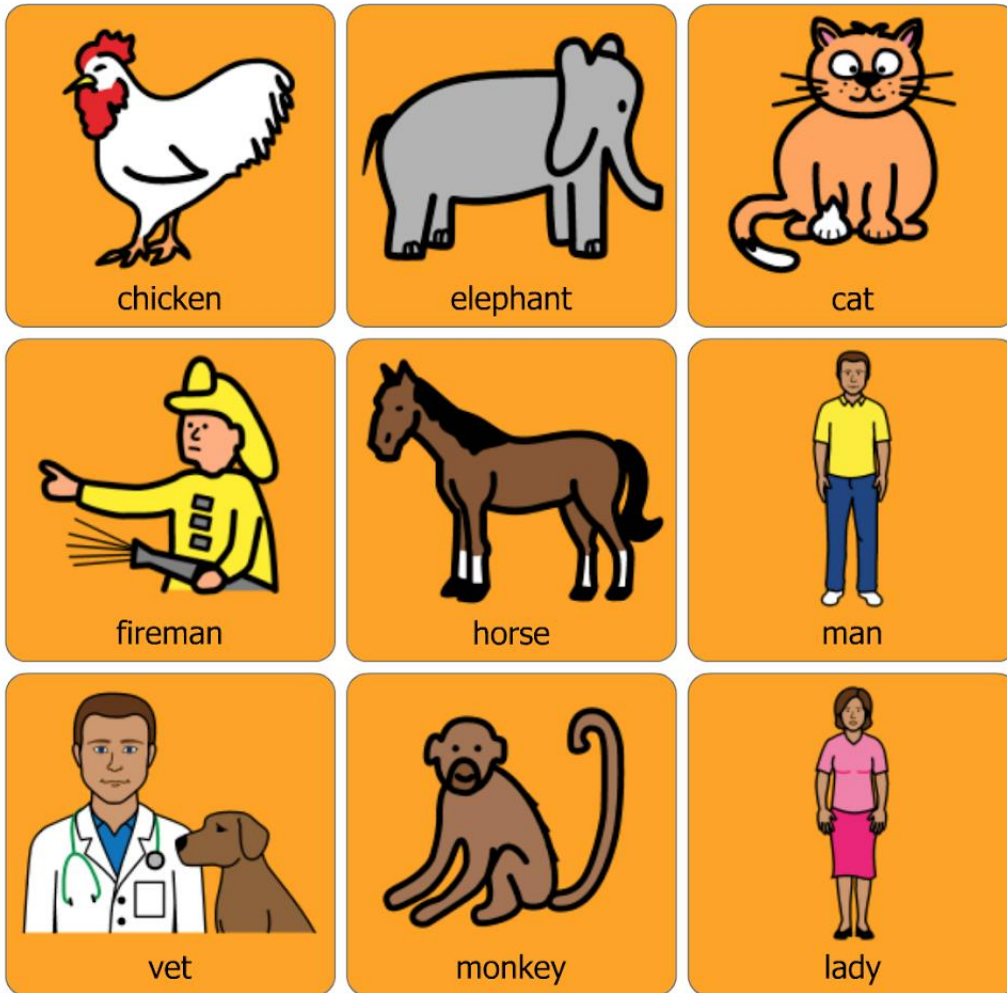
frog



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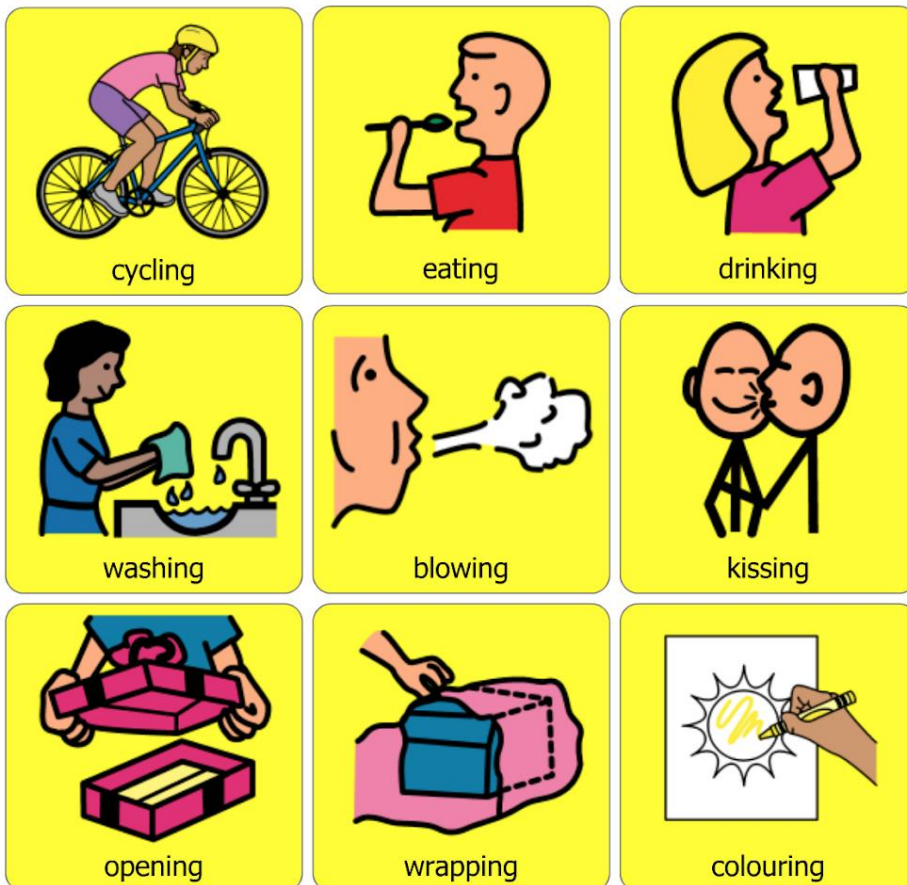
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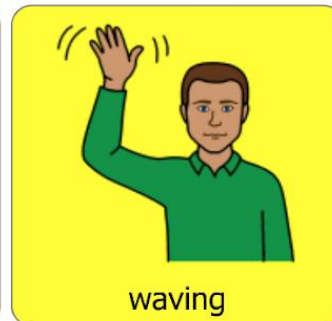
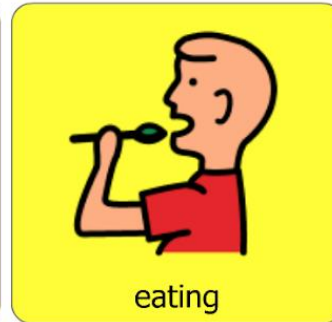
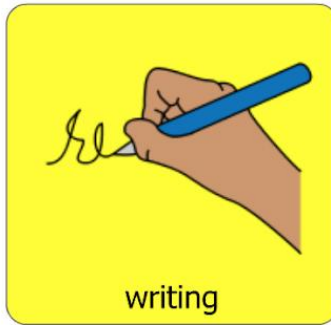


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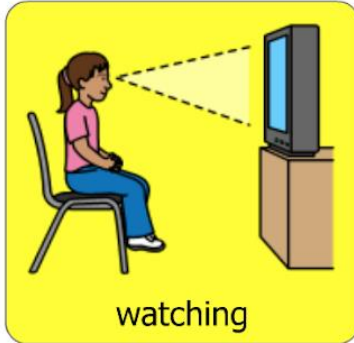
crying



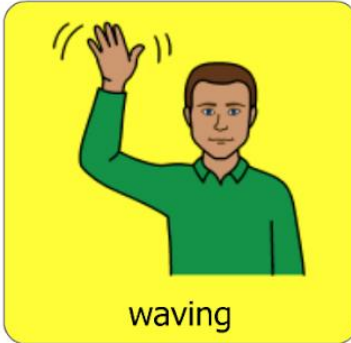
laughing



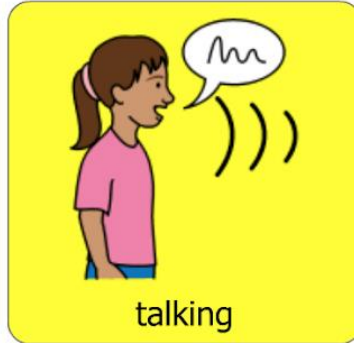
sleeping



watching



waving



talking



singing



packing



swimming



cycling

eating

drinking

washing

blowing

kissing

opening

wrapping

colouring



walking



crawling



smiling



throwing



catching



jumping



running



sitting



dancing



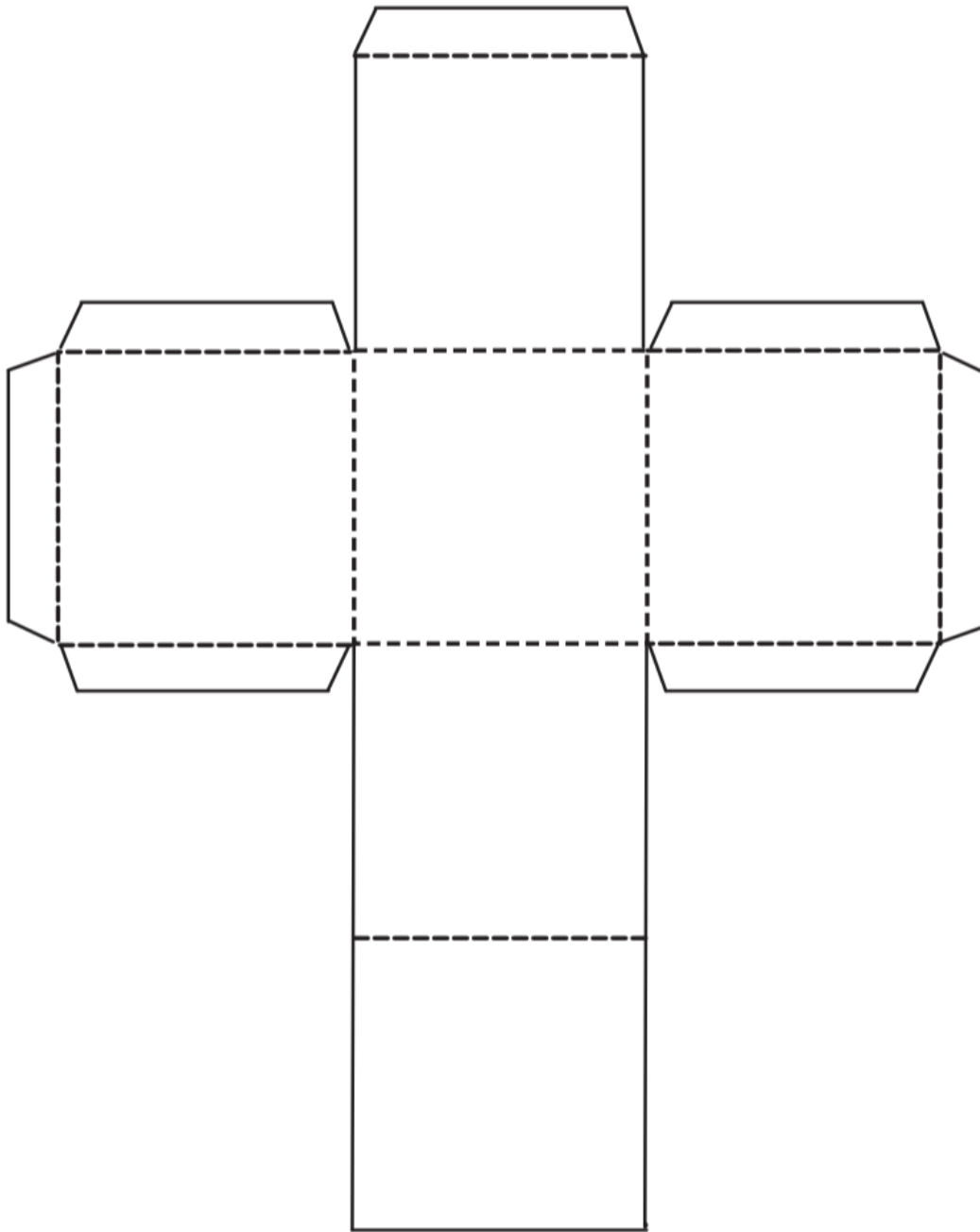
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### Cube Pattern

Cut on solid lines - Fold on dashed lines



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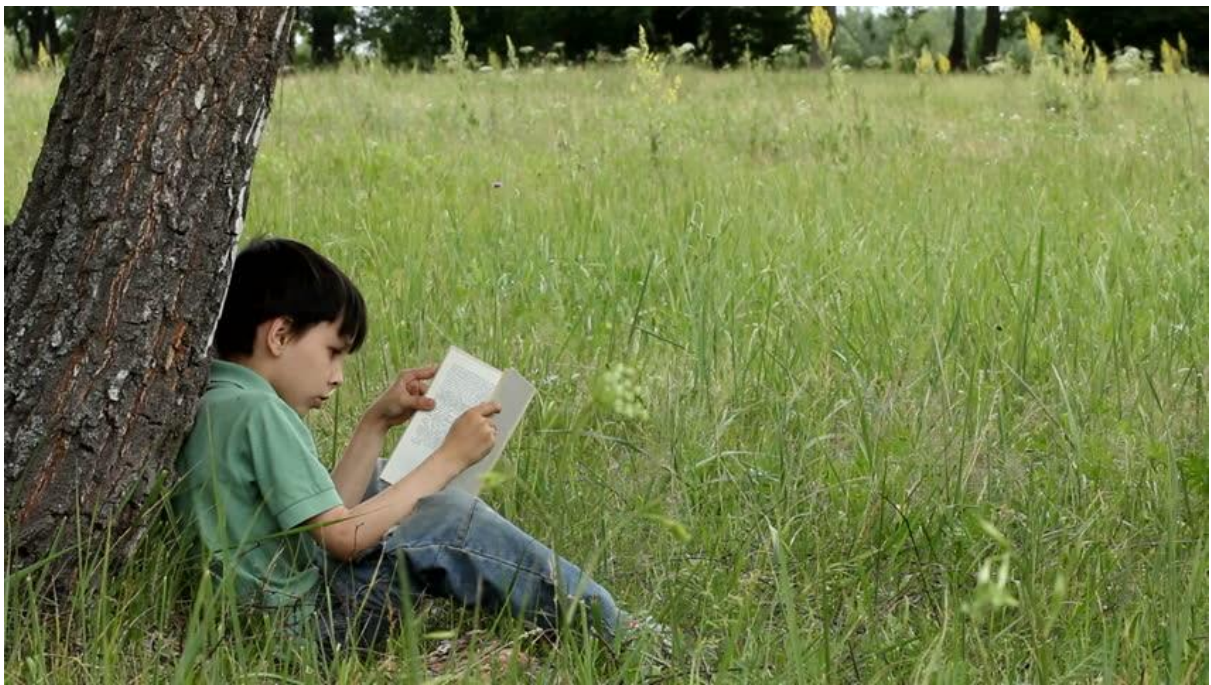


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