

WRITE OUT LOUD

TANGLING TONGUE TWISTERS

OVERVIEW

Tongue twisters – Oh, the tangling, tantalizing fun to be had teasing tongues with tricky to say nonsense!

These games focus on developing clear, crisp articulation and pronunciation – both equally necessary for good oral communication.

They're fun, appropriate at any level and are perfect as a quick-fire warm up activity. Once you have them established you'll find they are asked again and again.

There are six variations included in this package, as well as 44 tongue twisters formatted for printing.

Especially for US teachers

This activity aligns with the standards identified below.

English Language Arts (ELA)
Speaking and Listening (SL)

SL 4 Presentation of
Knowledge and Ideas

Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience.

TANGLING TONGUE TWISTERS

WHO FOR?

Game suitability

Any level from kindergarten to adult - although some variations are better suited to middle school and up.

Group size

The minimum number is around 4 people and the optimum is about 20 although larger class sizes are manageable too.

WHAT'S NEEDED?

List of materials/persons needed to play

- Stop watch (for Races - a timed version)
- Tongue twister(s) - select and print off if necessary

METHOD

Before beginning any game/activity

Teach the twister you intend to use to ensure everyone understands what is best practice. Demonstrate by exaggerating and slowing the sounds, making sure the beginning and end of each word is clean and clear. Have the students repeat the twister after you. Isolate individual sounds if needed and have your students practice them. Example: "B", "B", "B", "B" ...

When you are satisfied introduce the activity.

TANGLING TONGUE TWISTERS

1. Races

Choose a twister.

Split your class into pairs.

Nominate which of each pair will begin.

Start the stopwatch for 1 minute.

The nominated person repeats the twister without mistakes as many times as they can inside the minute.

The partner keeps count of each clean, clear repetition. Bungled iterations are not included.

When the minute is up call "Stop", and the roles are changed over. The stopwatch is set for another minute and now the counter has a turn at saying the twister.

On completion take a show of hands eg. "Hands up who got 3 in?", "5?" "More?" Congratulate and then do another round with new partners either with the same twister or a different one.

2. Rounds

This variation works well with either one or two twisters and is excellent for teaching focus/concentration alongside articulation.

I suggest you teach the game with two groups and one twister first and then add more groups and a second twister when your class becomes more capable and confident.

Players are split into two, three or four groups of four or more, depending on your class size and the level of complexity you want, and each are given a speaking order. Eg. Group 1 begins, followed by group 2, then group 3, and lastly group 4.

Any noise annoys an oyster, but a noisy noise annoys an oyster most.

Betty bought a bit of butter, but she found the butter bitter, so Betty bought a bit of better butter to make the bitter butter better.

A box of biscuits, a batch of mixed biscuits.

A big black bug bit a big black bear, made the big black bear bleed blood.

Blue black bugs blood, blue black bugs blood...

A dozen double damask dinner napkins ...