



Ideas for how to use the *Elf on the Shelf: Naughty or Nice* board game to address speech-language targets:

- Word final /f/ (Elf, shelf)
- Word initial /f/ (find, follow)
- Word initial /g/ (gift)
- Word initial /sp-/ (spin)
- Word initial /n/ (naughty, nice)
- Colours
- Vocabulary (around the house, Christmas)
- Turn-taking
- Counting and numbers
- Fluency (provide [Lidcombe](#) feedback during game play)
- Use game turn as a reinforcement for other speech targets

Ideas for modifications:

- To shorten game play:
  - Reduce number of gift cards
  - Play until Elf is found once
- To make “gift” cards more relatable:
  - Put gift stickers on the white card backs
  - Have children draw “gift” cards from “Santa’s Sack” (use a Christmas themed gift bag as Santa’s Sack)