

Receptive language



Receptive language is the “input” of language, the ability to understand and comprehend spoken language that you hear or read.

With age receptive language get naturally worse, but it can also be affected by some pathologies.

A complete treatment plan is highly effective in improving receptive language skills.

With different types of activities, the seniors can find strategies to overcome the difficulties and slow down the deterioration.



The Musical Ear

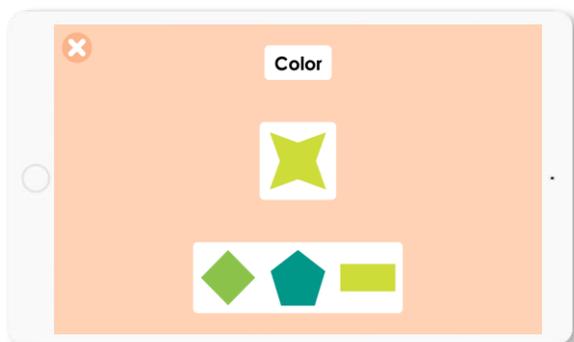
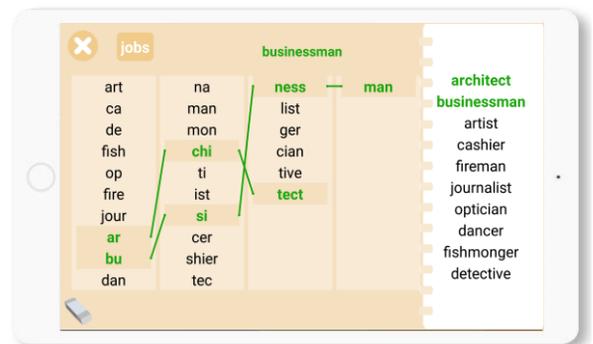
With this game the senior has to listen to different sounds and associate them with the correct situation.

Auditory discrimination gets naturally worse with age, but it is essential to work on it to continue to understand audio stimuli and be part of conversation.

Syllabus

With this games the senior has to put syllables together and find the hidden words.

This will help him improve his **analysis of the different parts composing a word** and improve their **association skills**.



ColorForm

Receptive language is influenced by **attention** to external stimuli and the ability to adapt to them.

With this game the senior has to **understand** the task and find the color or form matching the model.

* For more stimulation, the instructions can change during the game and with the different levels.

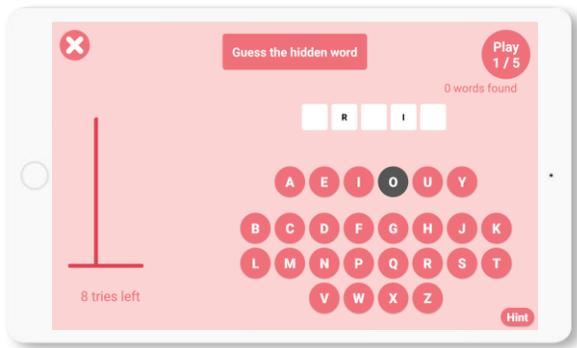
Expressive language



Expressive language is the “output” of language, the ability to express your wants and needs through verbal or nonverbal communication.

It is the ability to put thoughts into words and sentences in a way that makes sense and is grammatically correct.

Speech therapy is effective in improving expressive language deficits due to pathologies. Therapy can re-educate lost skills and allow the senior to be able to communicate with his family or friends.



Hangman

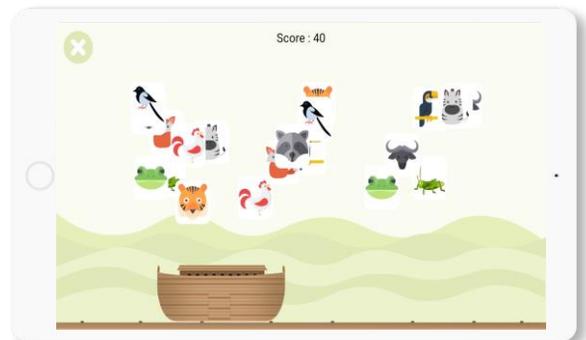
With this game the senior has to find the hidden word using the letters of the alphabet.

You can start by asking the senior to name the letters and once they have found the word to name it aloud.

Noah's Ark

With this game the senior has to find the pairs of animals.

They can start by **naming** the animals he draws in pairs or even describe the **topology** of the images on the screen (ex: the zebra is on the right of the frog).



** Animals images are easy to identify and name so it can be used at every stage of pathology.*



A Card A Date

For expressive language deficit, the complexity of elocution becomes simpler. With this game the senior has to order a list of historical events.

You can stimulate the description of images or ask the senior to talk about the event.

** Different categories of event: science, history, inventions.*

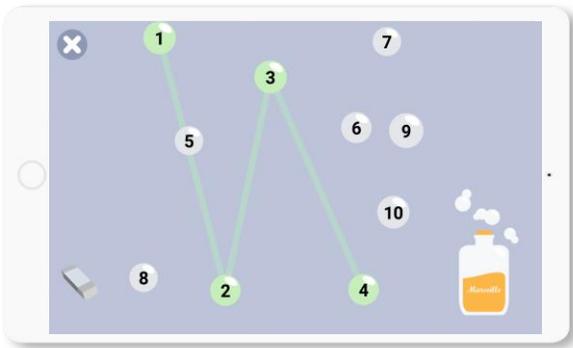
Other cognitive functions working on language



With age, neural communication becomes naturally slower, and it can impact the language skills. It is important to improve all cognitive functions for a complete help.

Scarlett offers different types of game to improve directly the language skills and other cognitive functions.

Consolidating cognitive functions can be helpful to find strategies to work on weaker skills like language.



Bubble Link

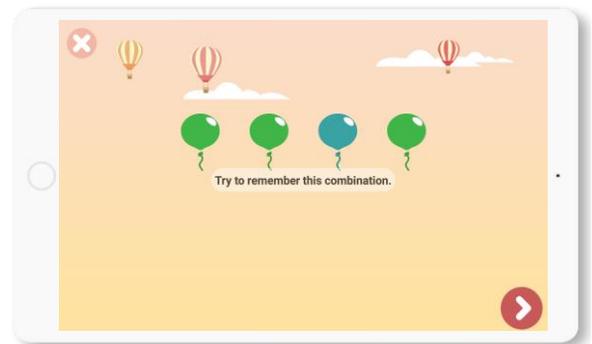
It is important to stimulate the **sequential skill** and **working memory** with seniors. These skills allow seniors to follow a specific exercise.

With this game the senior has to link the bubbles following the numerical order.

Color Mind

Memory is one of the first cognitive function that worsens with age. This function allows seniors to process skills worked during therapy session that can be uses in another context.

With this game seniors have to remember a sequence of colors.



Scarlett at ski retreat

For a good **sentence organization**, it is necessary to have a good **planification skill**. Indeed, you need to start with general skills to target the specific language skill.

With this game the senior has to guide Scarlett to her cabin. You can ask them to say out loud the different steps that need to be taken.

