

FUN ASL WORD ACTIVITIES¹

ASL WORD HANDSHAPE GRAPHEME ACTIVITIES

ASL HANDSHAPE ACTIVITIES

- Think of ASL words with the same handshape
 - e.g.: Using the * handshape here are a few words to get you started: * ɔ̄ ɹ̄ ɪ MOTHER, * ʌ ɹ̄ ɪ FATHER, * * ɹ̄ ≈ ɪ TREE, * ɪ ɔ̄ ɹ̄ ≈ BLOW, * * ʌ ɹ̄ ɪ DEER, * * ɛ ɹ̄ ≈ ɪ WAVES
- Take a tour of your house (or class) together – can you find objects for specific handshapes in the dictionary?
 - Start with the first handshape and then move on to the next one?
 - eg.:
 - ɔ̄ handshape for ɔ̄ ɹ̄ ɹ̄ ɪ CUP
 - ɔ̄ handshape for ɔ̄ ɛ ≈ ɪ LIGHT FLASHING
 - ɹ̄ handshape for ɹ̄ ɔ̄ ɹ̄ + ɹ̄ ɹ̄ ɛ ɪ BEDROOM, ɹ̄ ɹ̄ ɛ ɪ WINDOW, ɹ̄ ɹ̄ ɹ̄ ɪ TABLE
 - Write the handshape grapheme for each object and tape it to the object.
- Create a list of as many ASL words as you can that use each one of the handshapes. Try to outdo yourselves each time you return to that handshape. Pick one handshape grapheme and make a poster with the handshape grapheme. Write the grapheme on the top of the poster. For each ASL word with the specific handshape, cut out and paste pictures (from magazines, newspapers, etc) on the poster. Write the grapheme for each picture/ASL word.
- Create a video reference of all the ASL words associated with specific handshapes. Record on a videocamera or a webcam.
- Recite all of the 22 ASL handshapes in order. How many can you remember? Can you write them in order? Now you know your ASL handshapes!

ASL RHYME/RHYTHM

- Provide a structure to help create a poem. For example, provide one handshape to create a one-handshape poem, Think of as many different ASL words as possible using the same handshape. Now create a poem with those ASL words to (e.g., using the *

handshape, think of ASL words such as *ɔ̃ ɹ̃ ɪ MOTHER, *ɪɔ̃ ɹ̃ ɪ FARM, ɹ̃ ɹ̃ ʔ ɹ̃ ≈ ɪ SNOW, *ɪɪ ɛ̃ ɪ RAIN). You can begin the poem and then have your child add to it. You'll be surprised with the poems you can create.

- Share short and simple, 2-3 word ASL rhymes using repeated, alternating ASL words - e.g., ɪ ɹ̃ ɹ̃ ɪ EYES, ɹ̃ ɛ̃ ≈ ɪ BLUE, ɪ ɹ̃ ɹ̃ ɪ EYES, ɹ̃ ɛ̃ ≈ ɪ BLUE.
- Play with rhythm in ASL using one handshape for a word such as *, ɹ̃, ɪ, ɔ̃, ɹ̃, ɔ̃ (e.g., sign an ASL word such as *ɔ̃ ɹ̃ ɪ MOTHER with * handshape. After your child has had a turn, take turns again, producing your ASL word twice and then three times to create a visual rhythm. The rhythm can vary: slow, regular, fast.

ASL HANDSHAPE/WORD PLAY

- Play peek-a-boo with the *ɪ handshape, alternately signing *ɪ *ɪ ɹ̃ ɹ̃ ≈ LION, *ɪ *ɪ ɔ̃ ≈ TIGER, *ɪ *ɪ ʔ ɹ̃ ≈ ɪ BEAR, *ɪ *ɪ ʔ ɹ̃ ≈ ɪ MONKEY, *ɪ *ɪ ɹ̃ ɹ̃ ≈ ɪ SPIDER. Write the graphemes to see the handshape pattern in each ASL grapheme word.
- Produce an ASL word with the ɔ̃ handshape that has a positive feeling (such as ɔ̃ ɔ̃ ɹ̃ ɪ ICE CREAM) or one that has a negative feeling (such as ɪ ɪ ɛ̃ ɹ̃ ɪ FIGHT). Do it fast, slow, high, low, large, small, forwards, backwards. Take turns, each doing your own ASL word, but in the same way – either fast, slow, etc. Add non-manual grammatical markers to indicate the positive and negative feelings. If the ASL word is a verb, i.e., ɪ ɪ ɛ̃ ɹ̃ ɪ FIGHT, add temporal aspect to show the time inflection (ɪ ɪ ɛ̃ ɹ̃ ɪ FIGHT regularly, ɪ ɪ ɛ̃ ɹ̃ ɪ FIGHT often, ɪ ɪ ɛ̃ ɹ̃ ɪ FIGHT over and over again)
- Create cards with one handshape grapheme on each card. Play a game with similar rules as Old Maid or Crazy Eight, but using handshape graphemes.

ASL WORD LOCATION ACTIVITIES

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- Think of as many ASL words as you can using one of the 5 locations of signs. Read or write the location grapheme for each word. For example:

at the forehead, eyes and nose – 1 ˘ ɹ THINK, ʁ ʁ ˘ ɹ ɿ GLASSES, 1 ˘ ɹ + ɿ ɿ ɿ ɿ BELIEVE, etc.

at the mouth, cheeks, chin and neck – * ɿ ɿ ɿ ɿ FARM, ʁ ʁ ɿ ɿ ɿ CAT, * ɿ ɿ ɿ ɿ EAT, ʁ ɿ ɿ ɿ CURIOUS, etc.

on the torso – ʁ ɿ ɿ HUNGRY, ʁ ɿ ɿ ɿ QUEEN, * ɿ ɿ ɿ ɿ BOSS, * * ɿ ɿ ɿ HOLIDAY, etc.

on the arm – ɿ ɿ ɿ ɿ FALL, ʁ ɿ ɿ ɿ DANCE, ɿ ɿ ɿ ɿ NURSE, ʁ ɿ ɿ ɿ COUNT, 1 ɿ ɿ ɿ WEEK,
ɿ ɿ ɿ ɿ TIME, ʁ ɿ ɿ ɿ JOB, etc.

in space in front of the torso – * * ɿ ɿ FINISHED, ʁ ʁ ɿ ɿ READY, ʁ ɿ ɿ ɿ YES, ʁ ʁ ɿ ɿ FAMILY, ʁ ʁ ɿ ɿ IMPORTANT, etc.

~ As you identify groups of ASL words at each location, note the location grapheme for each word. Work with the child to recognize the patterns. ~

- Draw an outline of the child's body with mural paper. Cut it out and post it on a bedroom door. Cut out pictures, and write (either together or the child writes) the location grapheme for each picture. Glue them to the appropriate location on the paper body.
- Create a sentence using one location for all of the ASL words in the sentence (e.g. at the forehead – 1 ˘ ɹ SMART * ɿ ˘ ɿ BOY 1 ˘ ɹ THINK ʁ ˘ ɿ IMAGINATION ɿ ˘ ɿ IDEA)! Now create another sentence using the next location! Do this with each of the five locations. Write the graphemes for each word in the sentence. Have the child write the location grapheme in each word in the sentence. (You're writing together!)
- Create a sentence using only one ASL word from each location (˘ ɿ ɿ ɿ ɿ).

ASL RHYME/RHYTHM

- Create a movement rap using rhythm 1, 2, 1, 2, 3 and words from all 5 locations starting at the forehead and working your way down to the arm and then to the space in front of the torso (↘ ↙ ↘ ↙ ↘) and then going back to the top of the forehead (↙ ↘ ↙ ↘ ↙).
- Create a location rhythm by using ASL words with specific locations in sequential order. (↘ ↙ ↘ ↙ ↘) or (↙ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ ↘) i.e., CoCoM ʌ ɪ GLASSES, *ɪ ʌ ʌ ʌ ɪ FARM ɪ ɪ ʌ ʌ ʌ ɪ FALL; CoCoM ʌ ɪ GLASSES, *ɪ ʌ ʌ ʌ ɪ FARM ɪ ɪ ʌ ʌ ʌ ɪ FALL, etc.

ASL WORD LOCATION PLAY

- Using your child's name sign, sign the name at different locations of the face/body. Together, use a friend's or family member's name sign and sign it on different locations of the face/body. See if you can do it simultaneously (from top to bottom - ↘ ↙ ↘ ↙ ↘) and conversely (↙ ↘ ↙ ↘ ↙), OR mix all the locations up. The goal of this game is to get the child laughing at the absurdness of the different locations for the name sign.

ACTIVITIES FOR ASL WORD MOVEMENT

ASL MOVEMENT ACTIVITIES

- Think of as many ASL words as you can using one of the 5 movements of signs. For example: toward and away from the body – *₁*₁ʔ ≈ ACCEPT, *₁ ə ≈ GIVE, * ʔ ≈ BREATHE, *₁ ə ≈ GO, 1 ə ≈ TELL, ○ ○ ʔ ≈ BRAVE. Do this for each of the 5 movements (≈ ʔ ≈ ʔ ≈ ʔ ≈ ʔ). Write the movement grapheme for each word.
- Write each of the movement grapheme, and draw what each movement looks like (circular, to/away from body, wiggles, up/down, side to side).

ASL RHYME/RHYTHM

- You can also share simple ASL poetry with rhythm - e.g., using one handshape and vary the speed of the movement to show (1 * ʔ ≈ ʔ LEAVES 1 * ə ʔ ≈ ʔ FALLING in gentle breeze, gusts of wind, windy, stormy winds, etc.
- Choose one movement (≈ ʔ ≈ ʔ ≈ ʔ), and use that movement in different ASL words so all ASL words have the same movement in sequence. (○ ○ ə ʔ ≈ ʔ BIKE, 1 1 ə ʔ ≈ ʔ WHEEL, ʔ ʔ ə ʔ ≈ ʔ WRAP-A-PRESENT, etc)
- Pick ASL words with specific movements (two movements in each rhyme) and alternate the words in rhythm. (ʔ ʔ , ʔ ʔ , ʔ ʔ) (○ ○ ə ʔ ≈ ʔ BIKE, ʔ ʔ ə ʔ ≈ ʔ JUMP, ○ ○ ə ʔ ≈ ʔ BIKE, ʔ ʔ ə ʔ ≈ ʔ JUMP, ○ ○ ə ʔ ≈ ʔ BIKE, ʔ ʔ ə ʔ ≈ ʔ JUMP,).

ASL WORD MOVEMENT PLAY

- Alternate signing ASL words with the same movement and go faster and faster until you cannot think of any more words with that movement. It can be a game with a group and you stay in the game until you cannot think of a word with that movement when it is your turn. The winner is the last one remaining in the game.
- Create movement grapheme cards. Use a one minute timer (or less if child is young). When one card is drawn, the child has to come up with five or ten ASL words with that movement. Then the adult takes a turn. Each ASL word with the correct movement scores a point. At the end of the game, the person with the most points wins.

RESOURCES

For downloadable resources related to the ASL-phabet click on <http://glossinstitute.org>

¹ Compiled, developed and adapted by Anita Small and Linda Wall (2012) from:

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