

# SONGS, TOYS AND GAMES FOR SUPRASEGMENTALS

## (Pitch, Stress, Rate and Loudness)

(With thanks to Dr. Kathy Jakielski and Megan Young, Augustana College)

### Songs (ages 3-6):

- Ten Little Indians [Pitch]
  - Time To Sing [www.apraxia-kids.org](http://www.apraxia-kids.org)
- Monkey Song [Pitch]
  - <https://www.youtube.com/watch?v=Iliy7-rSVN8>
  - Also great for vowel facilitation!
- I'm a Little Teapot [Pitch]
  - Time to Sing [www.apraxia-kids.org](http://www.apraxia-kids.org)
- Skidamarink [Pitch]
  - <https://www.youtube.com/watch?v=GEzzldOLqMM&list=PL9FDA79DC8AB4A032>
- Alice the Camel has Five Humps [Stress]
  - <https://www.youtube.com/watch?v=GpoqrvTLc8M&list=PL53361B2D31F6929E>
  - Put stress on number of Alice's humps.
- Head, Shoulder, Knees and Toes [Rate]
  - Time To Sing [www.apraxia-kids.org](http://www.apraxia-kids.org) (Head and Tummy)
- John Jacob Jingleheimer Schmidt [Rate and Loudness]
  - [https://www.youtube.com/watch?v=H\\_imuS5oh84](https://www.youtube.com/watch?v=H_imuS5oh84)
  - Increase rate each time singing the verse.
  - Increase loudness after "whenever we go out, the people always shout".
- Itsy Bitsy Spider [Rate]
  - <https://www.youtube.com/watch?v=pm-vLG36x6k>
  - Increase rate each time singing the verse (slow to fast version plus gestures/signs).
  - Time To Sing [www.apraxia-kids.org](http://www.apraxia-kids.org) (Eentsy Weentsy Spider)
- Frere Jacques [Rate]
  - [http://www.youtube.com/watch?v=\\_S5PvD9rP2g&list=PLD4337AEC7A0F0FE9](http://www.youtube.com/watch?v=_S5PvD9rP2g&list=PLD4337AEC7A0F0FE9)
  - Increase the rate at the start of each verse.
- B-I-N-G-O [Loudness]
  - [https://www.youtube.com/watch?v=9mmF8zOlh\\_g](https://www.youtube.com/watch?v=9mmF8zOlh_g)
  - Increase or decrease loudness when spelling out B-I-N-G-O.
  - Time to Sing [www.apraxia-kids.org](http://www.apraxia-kids.org)

- Teddy Bear [Loudness]
  - <https://www.youtube.com/watch?v=LjxxHlfVT1g&list=PL9FDA79DC8AB4A032>
  - Increase or decrease loudness when giving Teddy Bear directions.
- Five Little Monkeys [Loudness]
  - <https://www.youtube.com/watch?v=ZhODBFQ2-bQ&list=PLB5D53B883FF2C5C8>
  - Increase loudness on “No more monkeys jumping on the bed!”
- Pop Goes the Weasel [Loudness]
  - Time to Sing [www.apraxia-kids.org](http://www.apraxia-kids.org)

## Songs (ages 6-10)

- High, Low Children’s Song [Pitch]
  - <https://www.youtube.com/watch?v=LCDVU0yuhDA>
  - Also can be used for younger children.
- Let It Go –Frozen Soundtrack [Pitch]
  - <https://www.youtube.com/watch?v=L0MK7qz13bU>
- Hey Baby, Let’s Rock and Roll [Stress and Loudness]
  - <https://www.youtube.com/watch?v=j0ljoXH4brl&list=PL53361B2D31F6929E>
  - Put stress on “hey” and the action repeated.
  - Increase or decrease loudness on “Hey baby”.
- The More We Get Together [Stress]
  - <http://www.youtube.com/watch?v=lldmkrJXQ-E>
  - Put stress on “together”.
- Form Bananas [Stress, Rate, Loudness]
  - <http://www.youtube.com/watch?v=IVK88X9gJZI>
  - Put stress on “banana” and “potato” (etc.).
  - Increase the rate on the final verse (Go Bananas!, etc.).
  - Increase the loudness on the final verse of each food (Go Bananas!, etc.).
- Skip To My Lou [Rate]
  - <https://www.youtube.com/watch?v=LgQXhs9BWt8>
  - Exaggerate fast and slow verses.

## Toys (ages 3-6)

- First Act Mic and Amp - \$19.99 [Pitch and Rate]
  - Different colors are available for girls and boys.
  - An mp3 hookup is available.
  - Can choose songs with varied pitch and rate for children to sing along.
- Winfun Step to Play Giant Piano Mat - \$22.99 [Pitch]
  - While stepping on ascending or descending notes, child can work on ascending and descending pitch.
- Space Hopper Ball (ages 3-6 size) - \$15.00 [Pitch]
  - When bouncing up and down, fluctuate pitch.
- Plan Toy Solid Wood Drum - \$15.00 [Stress]
  - Tap the drum on the stressed word.
- KidiBeats drumset - \$24.99 [Stress]
  - Children may tap out the stress in words using this toy.
  - This toy also comes with educational songs containing numbers and letters.
- First Act Junior Bongos - \$19.99 [Stress and Loudness]
  - The bongos may be used to experiment with loudness or to demonstrate stress.
- Wood Xylophone - \$12.99 [Stress]
  - Use the drumsticks to mark stress in a word.
- Meowsic Keyboard - \$27.99 [Rate]
  - Keyboard comes with a microphone and set of songs that can be adjusted by tempo so that child can sing at different rates.
- FAO Schwarz Bear in the Box – \$19.99 [Rate and Loudness]
  - The song speeds up and slows down depending on rate at which child turns the knob.
  - The child can practice singing at a fast or slow rate
  - Instruct the child to yell "Pop!" to the accompanying song.
- Strum & Jam Kidiband - \$19.99 [Loudness]
  - Comes with a piano, guitar, and drums.
  - Loudness may be adjusted in freestyle mode and for the twelve children songs included.
- Pop Goes Froggio - \$11.40 [Loudness]
  - Stomp on the pump that sends froggio flying when producing a word loudly
  - Lightly step on the pump when producing quiet speech.

## Toys (Ages 6-10)

- First Act Mic and Amp - \$19.99 [Pitch, Rate and Loudness]
  - An mp3 hookup is available.
  - The child can practice singing at high and low pitches to songs of their choosing.
  - SLP may choose songs with varying rate for the child for the child to sing along.
  - Encourage the child to sing loudly or softly to songs of his or her choosing
- Action Figures or Dolls [Pitch]
  - SLP and child play while voicing characters with high or low pitched voices.
- Wood Xylophone - \$12.99 [Pitch]
  - Can be used to model high or low pitches.
- Space Hopper Ball (ages 7-9 size) - \$15.00 [Pitch and Stress]
  - When bouncing up and down fluctuate pitch, or bounce on the stressed word or syllable.
- First Act Percussion Pack - \$34.99 [Stress]
  - The percussion instruments included may also be used to demonstrate concepts of loudness, stress, and rate.
- First Act Junior Bongos - \$19.99 [Stress]
  - Can be used to demonstrate stress on a particular word or syllable.
- Play-Doh! [Stress]
  - Smash or squeeze the Play-Doh on the stressed word.
- First Act Discovery Monsta Jam Digital Drum Pad - \$29.99 [Rate]
  - Adjustable tempo and rhythm controls
- First Act Percussion Pack - \$34.99 [Rate]
  - The percussion instruments included may also be used to demonstrate concepts of loudness, stress, and rate
- Melissa and Doug Band in a Box - \$19.99 [Loudness]
  - Comes with 10 different percussive instruments used to model appropriate loudness.
- Director's Megaphone - \$14.00 [Loudness]
  - Can be used as a cue to encourage loudness.

## Games (ages 3-6)

- Candyland - \$14.00 [Pitch]
  - When passing by different characters on the board game, the child must imitate what their voice would sound like (high or low pitched).
- Chutes and Ladders - \$11.99 [Pitch]
  - When traveling up a ladder, pitch ascends.
  - When traveling down a chute, pitch descends.
- Simon Says [Pitch]
  - Ask the client to imitate animals or persons with high and low pitched voices etc.
- Hoot Owl Hoot - \$15.99 [Pitch, Rate and Loudness]
  - Each time an owl moves, practice saying "Hoot!" in a high or low pitch.
  - Each time an owl moves, practice saying "Hoot! Hoot! Hoot!" slowly or more rapidly.
  - Each time an owl moves practice saying "Hoot!" softly or loudly.
- Ants in the Pants - \$9.99 [Stress]
  - Flip ant towards the dog's pants when saying stressed word ("The **dog** (flip) likes ants").
- Gamewright Hisss Card game - \$14.99 [Stress and Rate]
  - Instruct child to put stress on one "hiss" in a sequence of hisses ("hiss **hiss** hiss").
  - Upon drawing a matching card, child will say "hiss hiss hiss" slowly or rapidly.
- Count Your Chickens Board Game - \$16.00 [Stress]
  - When counting chickens, instruct the child to put stress on a particular numbers (1, **2**, 3).
- Hi Ho Cherry-O - \$9.99 [Rate]
  - Practice counting the cherries into the basket slowly or rapidly.
- Crocodile Dentist - \$9.00 [Loudness]
  - The SLP and child can take turns pressing down the teeth in the crocodile's mouth until it snaps down.
  - Choose a target word and increase the loudness each time the SLP or child presses down on a tooth.
- Tomy Pop-up Pirate Game - \$20.00 [Loudness]
  - Stick the swords into the barrel until the pirate pops out of the top.
  - With each sword, increase or decrease the loudness of the target word.

## Games (ages 6-10)

- Chutes and Ladders - \$11.99 [Pitch]
  - When traveling up a ladder, pitch ascends.
  - When traveling down a chute, pitch descends.
- Jenga - \$9.99 [Pitch]
  - Instruct child to make a sound that fluctuates his/her pitch from high to low each time he/she draws a block from the tower.
- Don't Break the Ice - \$9.99 [Pitch, Rate and Loudness]
  - Fluctuate pitch when tapping the ice block until it falls out or until it all collapses.
  - The child will say words like "tap" at a fast or slow rate depending on how fast they are tapping the ice block.
  - Instruct the child to say "tap" softly while tapping the ice block lightly and loudly when tapping the ice block harder.
- Uno! - \$6.00 [Pitch and Loudness]
  - Each time the color changes or a player has an "Uno!" he or she must call it out in a high- or low-pitched voice.
  - Instruct child to yell "Uno!" each time he/she has one remaining card in his/her hand.
- Sorry! - \$9.99 [Stress, Rate and Loudness]
  - When counting spaces, instruct child to put stress on one particular number (1, **2**, 3, etc.).
  - Instruct child to count the number of spaces he/she moves slowly or more rapidly.
  - Instruct child to increase or decrease the loudness when counting spaces
- Black Jack [Stress]
  - Put the stress on the "hit" in "**hit** me".
- Guess Who? Board Game - \$30.00 [Stress]
  - Instruct child to put the stress on the specific attribute in question ("Does she have **glasses**?").
- Go Fish Card Game - \$5.00 [Stress]
  - Put stress on the fish being asked for ("Do you have a **blue** fish?").
- Hot Potato Electronic Musical Passing Game - \$9.99 [Rate]
  - Increase the rate at which "hot potato" is said each time it is passed around.
- Ker Plunk - \$22.00 [Loudness]
  - Players begin by inserting sticks through the tube and then pour marbles on top of them.
  - Players can increase or decrease the loudness of the target word with each time they pull out a stick until the marbles fall to the bottom.