

Indefinite Pronouns – Construction & Playing Instructions

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Indefinite Pronoun Wheels & Indefinite Pronoun Toss:

The Indefinite Pronoun Wheels are designed to help the person visualize and manipulate the icons for the pattern for indefinite pronouns. Indefinite Pronoun Toss is a simple bean bag game that allows the person to physically be active while learning the indefinite pronouns.

Indefinite Pronoun Wheels and Indefinite Pronoun Toss have been made for sequenced versions of Unity®144, Unity®84, Unity®60, and Unity®45. If the codes and icons in this version of Unity do not match the codes and icons used in your version of these Minspeak® Applications Programs (MAPs®), you will need to adjust the materials.

Making the Wheels

- Print out pages 1 through 6.
- Trim out the small circles on pages 5 & 6.
- Laminate all 6 pages.
- Cut out the top wheels along the dotted lines.
- Lay the top wheels over the correct bottom wheel and punch out a small hole at the center cross. Add a temporary piece of tape to hold the 2 pieces together and keep them aligned.
- Attach the top wheels to the base wheels with a brad. Tape down the prongs of the brads.
- Trim off the sides of pages 1 – 4.
- Attach, using packing or decorative duct tape, the front and back covers. These covers are added in order to protect yourself and children from scratching themselves on the brads.
- Trim off any extra lamination along the edges so that all sides of the “book” line up correctly.
- Make the Indefinite Pronoun Wheels into a “book” by taping the wheels together using clear or decorative tape.



Making the Toss

- Print out pages 7 – 14.
- Laminate them.
- Hole punch them to storage in a 3-ring binder.

Playing Instructions:

1. *Indefinite Pronoun Wheels* are used as a visual support material to help children and adults visualize the pattern for saying indefinite pronouns. Turn the first wheel to select a lead-in (e.g., “any”), then turn the second wheel to find all the possible endings (e.g., body, one, where, thing). Or select an ending (e.g., where, thing) and turn the first wheel to find all the possible beginnings.
 - a. For individuals with good hand use, play games where someone “names” an indefinite pronoun and the other person adjusts the wheels to match the indefinite pronoun.
 - b. Select one “beginning” (e.g., any) and practice all the different “endings” (e.g., anyone, anything,

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anywhere, any time, anybody, etc.). Do enough for the student to develop a motor plan for the pattern.

- c. Select one “ending” and practice using it with the four different “beginnings” (e.g., anything, everything, something, nothing). Do enough for the student to develop a motor plan for the pattern.
- d. Create your rules in order for the student to enjoy this activity. Allow the student to earn points for saying the indefinite pronoun and extra points for using it in a generative phrase.
- e. Talk about words that can be used to replace other words in a sentence (Gail, Joshua, Mom, Dad = everybody, maybe mom or dad or Joshua or Gail = somebody). Take a phrase, such as *everybody loves somebody sometime* and discuss what it means (e.g., all people love a person at some time in their lives.) Do activities to confirm understanding and use of indefinite pronouns.

2. *Indefinite Pronoun Toss* involves tossing a bean bag onto a page of multiple shapes with indefinite pronouns. You can lay out one page or multiple pages. The premise is that you use the form of the indefinite pronoun based on where the bag lands. Different size targets are worth different points (which you assign), which are earned for some prize. The example provided was made using PowerPoint with SmartArt graphics. The “ending” is color coded to match the part of speech (e.g., body = people/yellow, where = prepositions-places/purple) for a little extra information and language learning.



3. Another game to play is *Indefinite Pronoun Tic-Tac-Toe*. Make your own Indefinite Pronoun Tic-Tac-Toe boards. The examples here were made using Microsoft Word tables and printed on orange paper. Orange paper was used because nouns are coded orange and indefinite pronouns are often (but not always) used to replace nouns in sentences. This color code just adds a little extra information in the learning activity. The icon sequences were NOT added to this example because, at some point, the person needs to produce the indefinite pronoun without support of the icon sequence. If ALL teaching materials include the icon sequence, some children will focus their attention on “matching” instead of automatically producing the motor plan for the icon sequence. If you do not include the icon sequences and the student is NOT literate, his/her communication partner will need to read the word. Create your own rules in order to practice the indefinite pronoun (e.g., say this word after taking your turn, earn extra points by using the word in a phrase, etc.).

anybody	any how	anymore
anyone	anything	anytime
anyway	anywhere	anything

somebody	some how	some more
some one	something	some time
some way	somewhere	something