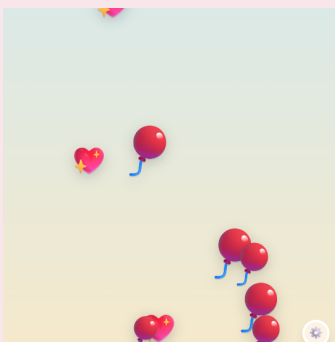


FOR FAMILIES, TEACHERS AND SEND TUTORS

A little play. A moment together.

Choose one activity that interests the player. Demonstrate if useful, then leave room for their own taps, pauses and choices.



One little pop

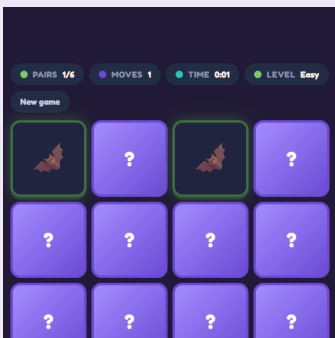
Tap or click · Silent · No timer

Touch a floating balloon to make it burst. Missing one loses nothing.

Try together: Let one player choose a balloon and the other pop it. Swap roles when you both want to.

Ten pops altogether earn the first sticker.

Open game →



Find a familiar pair

Tap cards · Choose Easy · Untimed

Choose a theme, Easy and Start. Turn over two cards and look for matching pictures.

Try together: Take turns choosing a card, or let one partner point and the other tap.

Finishing Easy earns a theme-specific sticker.

Open game →



Make something yours

Tap choices · Optional chime · No timer

Choose a lantern or snow globe, a style and a colour. Finish it, then download the picture.

Try together: One player chooses the style; another chooses the colour. Swap for the next design.

Each finished style has its own sticker.

Open game →

MAKE SPACE FOR A GOOD CHOICE

Your next visit starts here.

Keep what worked, change what did not, and make the next activity an invitation rather than a requirement.

Offer two choices

An activity, theme or picture can be a useful starting choice. Playing, watching, pausing and stopping are all valid responses.

Check the device together

Try the controls before introducing the game. Open grown-up controls for shared preferences. Pop It and Light the Night also have their own sound options.

Keep a favourite

Tap a game's star. Find it again on the homepage on this device. A favourite stores a link, not an unfinished board.

Follow an optional adventure

Quick play has three-stop journeys with real sticker goals. Earned stickers count even if you played before; the garden keeps its own separate adventure save.

Choose a different kind of play

Which One? offers picture choices with no correct favourite. For open-ended tapping, try Balloon Pop or Pop It. Nobody has to explain a choice or play for a set length.



Scan for the games
and accessible web guide

fungamesnow.co.uk/play-together

Play ideas, not assessments or treatment recommendations. Communication support does not depend on completing a game or demonstrating cause-and-effect understanding.

AAC has no prerequisites — ASHA guidance