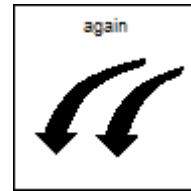


Core Vocabulary Word of the Week

Again



Activities where you can model “again” and encourage your child to use their AAC to communicate this to you usually include **pausing things they are enjoying** e.g.

Songs

Stop a song when you have finished singing.

If your child looks like they want more you can show them how to communicate “again”.

Music/dancing

Pause. If your child looks like they want more you can show them how to communicate “again”.

Rolling on a therapy/gym ball

Help your child roll back and forth then stop. Do they want to go again? Model how they can communicate this.

Swing

Push your child on the swing. Pause at the bottom. Do they want to go again? Model how they can communicate this.

Something silly

If they are loving you doing a silly game pause it. E.g swinging them in a blanket, pulling them round the floor, tickles, funny faces. Do they want you to do it again? Help them communicate this.

Races

Are they enjoying it, pause it. Do they want it again? Model how they can communicate this.

Stacking cups or blocks.

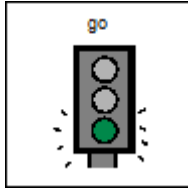
Build a tower and let it fall, making a big deal of this. Does your child want to do it again? Model how they can communicate this.

Ipad.

Let your child play a game on the ipad. Do they want to do it again? Model how they can communicate this.

Don't forget you will have to point and model use of "again" before you can expect your child to do it. This stage of you modelling may go on for quite some time until your child points to the symbol themselves.

Once your child has learnt more you can model two word combinations with this e.g. music again, ball again, go again, again mummy.



Core Vocabulary Word of the Week



Go/stop

Activities where you can model “go” and encourage your child to use their AAC to communicate this to you usually include **pausing things and waiting** e.g.

Musical statues/bumps/chairs

Play the music again when your child indicates to “go”

Races

You can begin when your child indicates “go”

Bubbles

Blow bubbles when your child indicates “go” n ready steady go

Balloons

Blow up the balloon and let it go when your child indicates “go” on ready steady go

Wind up toys

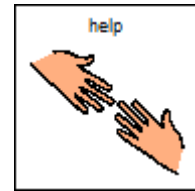
Let the toy go when your child indicates “go”

Don't forget you will have to point and model use of “go” before you can expect your child to do it. This stage of you modelling may go on for quite some time until your child points to the symbol themselves.

Most of these games provide lovely opportunities to model “**stop**” when the balloon, car, race, music has stopped

Core Vocabulary Word of the Week

Help



Activities where you can model “help” and encourage your child to use their AAC to communicate this to you usually include you **creating a scenario where your child will need assistance**. e.g.

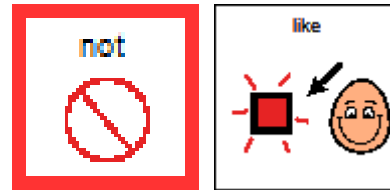
Give:

- ✓ a wind up toy that they can't work themselves,
- ✓ a toy that isn't turned on
- ✓ bubbles or playdough unopened,
- ✓ a container unopened,
- ✓ food packaging unopened e.g. sweets, crisps, Chocolate, banana, orange
- ✓ glue or pens with the lids on that they can't get off themselves
- ✓ Ipad with a lock screen

Don't forget you will have to point and model use of “help” before you can expect your child to do it. This stage of you modelling may go on for quite some time until your child points to the symbol themselves.

Core Vocabulary Word of the Week

Like



Comment each time your child is enjoying something

e.g. You like the bath, you like bubbles, you like

Comment on what you like

e.g. I like orange too, I like Peppa best

Comment each time they are eating something they like

e.g. you like yoghurt

Model it in questions

e.g. You like it? What would you like?

Don't forget you will have to point and model use of "like" before you can expect your child to do it. This stage of your modelling may go on for quite some time until your child points to the symbol themselves. Whether they begin to point to this to comment will depend on their level of motivation.

Once you feel they understand "like" you can model 2 word combinations or simple phrases e.g. like bubbles, like more,

Most of these games ideas work the same for modelling "**don't like.**"

Core Vocabulary Word of the Week

More



Activities where you can model “more” and encourage your child to use their AAC to communicate this to you usually include **giving things bit by bit** e.g.

Food

At snack or mealtimes give small portions of food. E.g. 1 crisp, 1 chocolate button, 1 half of sandwich, sip of juice.

Trains

Hold onto the pieces of track. Offer piece by piece each time your child communicates for more

Bubbles

Blow bubbles once. Blow again once they have communicated for more

Puzzles

Give one piece and hold onto the rest. Give the next piece when your child communicates for more.

Stacking cups or blocks.

Begin to build a tower. Keep hold of all the pieces. Give a piece when your child communicates for more.

Water play

Put a tiny bit of water in the tray. You can pour more in when your child communicates for more.

Don't forget you will have to point and model use of “more” before you can expect your child to do it. This stage of you modelling may go on for quite some time until your child points to the symbol themselves.

Once your child has learnt more you can model two word combinations with this e.g. more bubbles, more cars, more track, more juice, more please etc.