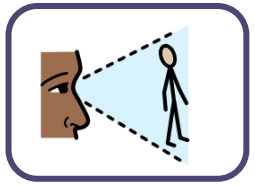


Follow Your Child's Lead

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Children are more likely to play for longer and to let you be close to them when they are playing if you show an interest in what they are doing. Be on the same level as your child when they are playing – it helps you and your child notice and listen to each other, share activities and have fun!



Wait and watch to see what your child is interested in.



Copy your child's actions, facial expressions, words and sounds.



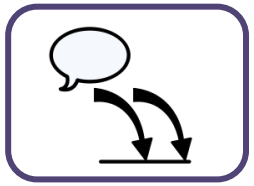
Use actions and say useful words to talk about what your child is doing.



Use words to name items or actions: 'chop', 'banana', 'drive', instead of general words: 'this', 'that', 'there', 'it'



Look to see how your child tells you things and say useful words e.g. 'more', 'like', 'stop'.



Repeat the same words lots of times for your child to hear.



Wait. Give your child time to process what you have said, listen and respond.



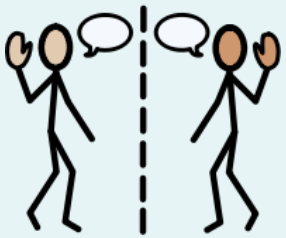
Join in and copy your child if you can e.g. if they are pushing a car, get another car and push it too.

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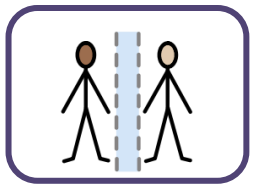
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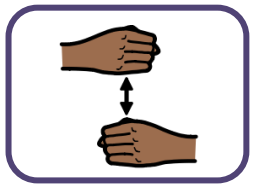
Be a Mirror For Your Child

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Support your child to enjoy other people playing next to them or joining in by ‘mirroring’ or copying your child.



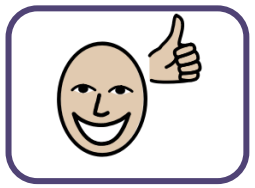
Get down to your child’s level without being in their personal space.



Copy your child’s sounds, body language, facial expressions, actions and movements.



Don’t copy behaviours such as biting or hitting. It’s okay to move further away and give your child space.



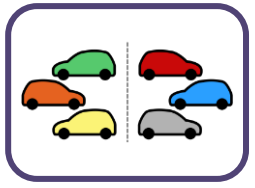
If your child notices or looks towards you, smile to show that you are enjoying your time with them.



Don’t say your child’s name or say things like ‘look’ to get their attention.



Follow your child’s interests, without introducing anything new.



It can be helpful to have some of the same toys as your child to copy what they are doing.



Have fun together!

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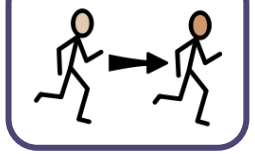
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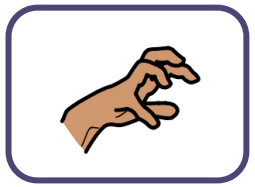
People Games

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People games are simple, repetitive games you can play with your child that don't need toys. They are usually played in the same way each time which means they are great for helping your child to interact and play with you. Try some of the ideas below.



Chasing games.



Tickling.



Interactive songs e.g. humpty dumpty, this little piggy, round and round the garden.



Jumping together.



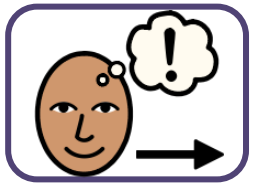
Rough and tumble.



Peek-a-boo and hide and seek.



Horsey back rides.



Make sure the activities are predictable, and you use the same phrases/words every time.

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Singing with your child

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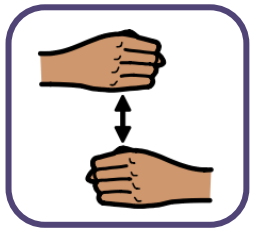
Singing with your child can support their communication in lots of different ways. You don't need any equipment, and you don't have to be a great singer! It's fun, relaxing and you can sing songs in any language.



Singing focuses your child's attention and builds anticipation, e.g. 'one step, two step, tickle under there!'



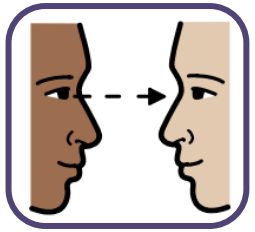
Singing is great for speech sound development as there is lots of repetition, e.g. 'swish swish swish'.



Singing helps to teach your child new words, especially with actions, e.g. 'head shoulder knees and toes'.



Watch your child's reactions – they may show interest by copying you, humming, smiling or laughing.



Singing can help you interact with your child, e.g. by facing them, holding their hands and rocking.



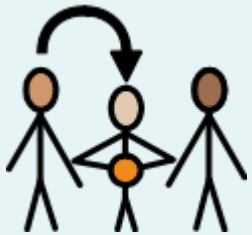
Try to use lots of facial expressions, make your voice exciting, and try not to sing too quickly.

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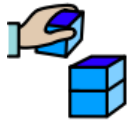
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Turn-taking

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Communication is based on turn-taking. Turn-taking games will help your child learn to take turns in communication and share with others. Start off by playing these games in 1:1 activities with your child. As they get more confident, you can play other family members and friends too.



Take turns to add a block to build a tower, then knock it down.



Take turns to put in a jigsaw piece.



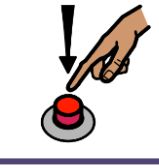
Take turns to fill and empty a cup of water or sand.



Roll a ball or car to each other.



Pass noisy toys between you.



Take turns to press buttons on toys.



Take turns to blow bubbles.



Use your names e.g. ‘Jasmine’s turn’, ‘Haider’s turn’, ‘Mummy’s turn’.

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