Modeling at Play Time

Modeling Different Purposes to Communicate

When you get time to play with your child, don't forget to model! During this activity, see if you can model some of the different communicative functions shown here. Add some words or phrases of your own that are especially relevant to your child and their wants, needs, or goals.

In each section, model one, two or more words as appropriate to your child's needs. Modeled words are in bold.

Blocks

Communicative Function	Core Words			Activity Ideas	My Ideas, Other Words to Try
	1 word	2 words	3 words		
Requests	want play	Play that What want	I want that I want play	Ask "What do you **want** to play?"	
Comments	Like Do Big Little	Like that You do	I like it You put on	Comment while playing "**I like it**! You made a tower!"	
Directing	Give Put Big Little	Give me Put more Get little	Give me that Put it on Put big on	Demonstrate directing another person by saying "You can tell me to **put it on** the very top"	
Rejecting	Don't Not	Don't want Not do	Don't like it I don't want	Present an item your child doesn't want and show how to reject it "I see you **don't want** the blue block."	
Questions	Where	Put where	Put it where	Wonder aloud "Hmm…I wonder **where** I can put the red block."	

Toy Cars and Trains

Communicative Function	Core Words			Activity Ideas	My Ideas, Other Words to Try
	1 word	2 words	3 words		
Requests	Play Go	Play that What want	I want that I want play	Ask "What do you **want** to play?"	
Comments	Go Fast Slow	Go fast Make go	Make it go Go down fast	Comment while playing "Let's **make it go**!""	
Directing	Give Go Stop	Give me Put more Stop now	Give me that Go on here Stop that one	Demonstrate directing another person by saying "You can say "**Stop now**" and my car will stop!"	
Rejecting	Don't Not	Don't want Not do	Don't like it I don't want	Do an action your child doesn't want and show how to reject it "I see you **don't like that**."	
Questions	Where	Go where	Put it where	Wonder aloud "Oh **where** is this train going?"	