

Giggle Games

Developing joint
attention



Why

Play with people is very important for developing early communication skills.

Giggle games teach your child that we are their greatest toys. By playing as partners with your child, they will learn to take turns: watching your moves and making their own to get to their favourite part of the game. They will learn a new sequence with a beginning, middle and end and they will learn how to control the game and enjoy it over and over again.

What

People games need :

to follow your child's lead

to have a beginning, middle and an end

the adult and child take turns of equal length

to keep the sequence the same each time

to be great fun!!!

to have a 'cue' turn and a reinforcing reward turn to finish

How

Choose a game or activity that your child loves

games that involve running, swinging, jumping will be good for a child who loves moving or hiding games (peekaboo), ticking games, or hand-holding games like pat-a-cake could be good for a child who likes to be held close

Get your child hooked on the game

make it really exciting, use exaggerated actions, an animated voice, join in with his actions

Repeat the game the same way every time

Use the same words to start the game and keep it exactly the same so your child can learn what to expect and start to look forward to the reward at the end

Give clear cues to help your child take his turn

At first do all the work: model your child's turn and give him physical help when he needs it. Slow down and pause to give him time to respond

Create your child's turns for him

watch him carefully as he moves his body, makes a noise or looks at you, act as if it is his turn. When you do this every time, your child will learn that this is his way of having a turn

Follow your child's lead

Change your plan of the game if your child's does something different. The game works if your child wants to play it again and again.

Ideas for games

peek-a-boo

put a blanket over your child, say "where's *child's name*", pull the blanket away "boo"

chase

stamp your feet and wave your arms say "I'm coming", then pause wait until your child runs maybe looks back, then run catch him and lift him in the air

big ball game

sit your child on the ball, gently bounce the ball saying "ready, steady, —", pause watch his actions and listen for a turn, then bounce him firmly and say "bounce" or "go". Wait to see if he will try to start the game again

tickles

Play face-to-face. Hold up your fingers and wiggle them saying "tickles!!" wait and then move forward quickly and tickle. Then start again.

up and down

children who enjoy going up in the air may enjoy being lifted on your legs, or tossed in the air, hold up your arms say "up" with questioning voice then pause if your child looks or bounces or lifts his arms follow by lifting up saying "up" in exaggerated tone then place on floor. put your arms out again to see if he will show he wants to play again

horse ride games

hold out your arms, say "up" or "horsey" then wait, take your child's action/ glance as a turn, lift him onto your back and move, stop see if he tries to get the game to carry on, finally gallop and lift him down. Will he try to repeat the game?

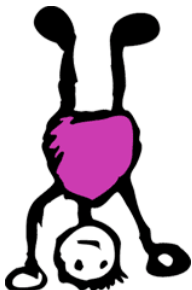
ring a ring a roses

adapt this well known rhyme with well chosen pauses to encourage your child to take his own turns and keep it going

round and round the garden

a simple rhyme to encourage your child to take his turn to keep the song moving, remember to cue his turn for the final reward at the end E.g. "one step (volume increasing or tone rising) pause "two steps"(louder still or higher voice) then wait for your child's turn and an exaggerated "tickly under there".

head stands



your child puts his head down on the chair, you make eye contact and say "up" in a questioning tone. He wriggles or makes a noise, you repeat "up" and lift his legs above his head", pause and then lower them down again.

Our giggle games

beginning

my turn

exciting

child's turn

middle

my turn

cue

child's turn

end

my turn

reward

child's turn

beginning

my turn

exciting

child's turn

middle

my turn

cue

child's turn

end

my turn

reward

child's turn

Advice for:

Date:

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