# LANGUAGE BUILDING ACTIVITIES

### CAR GAMES



### **I** Spy

"I spy something red with wheels"

"I spy something \_\_\_\_\_"

#### I'm Thinking of an Animal

"I'm thinking of an animal that says "meow"

#### Simon Says

"Simon says clap your hands"

Provide verbal cue "it's a \_\_\_" if needed or visual cues

# BOOK WALK

Simple picture books work great for this activity. Provide a choice and let your child pick a book they are interested in. The idea behind this activity is to read the story but also talk about the pictures and what the characters are doing in the pictures.

You can prep for WH questions by priming the answer. For example "Look! The boy is swinging at the park. That looks like fun. What is the boy doing?" Use a verbal prompt if needed such as "he is \_\_\_\_\_", provide a phonemic cue if needed "he is sw\_\_\_\_" You can also ask inferencing questions such as "what do you think is going to happen next? Let's find out what happens next"

#### Helpful tip

If I notice I am losing attention, I use the prompt "Oh! I need your help to turn the page." When kiddos feel like they have a job to do it always helps to keep attention and feel needed

## **BUG HUNT**

#### Materials

toy bugs tweezers flashlight net or bucket

#### Activity

Hide the bugs around the room. Use flashlights to find the bugs. Use your tweezers to pick them up and put them in your net or bucket. You can call out specific bugs for your child to go find. Provide assistance as needed. Start with a simple verbal cue such as "Hmm where is the blue bug", "look by the chair" then provide a visual cue such as pointing if needed.

#### Change it up

You can do this same activity using other toy animals or blocks. You can leave the lights on or turn them off.

#### Helpful tip

Use your own flashlight to help direct attention.

Keep your kiddo engaged longer by making it a race to see who can find the most bugs or turn it into a world of imaginary play and be a rock start bug hunter who has to find them all!



Dear Sister Therapy