

# *Give a reason to* **COMMUNICATE AND WAIT**

**These strategies remove the ability to only answer “yes” or “no” and encourages your child to use the specific name of the object. The strategies also provide a chance for your child to comment or react.**

Offer desired objects bit by bit ...

- This strategy works well at snack time: pour only a little juice or milk into your child’s cup, so that he/she has to ask you for **more** several times during snack time
- Be the “keeper” of all of the pieces
- When playing with toys that have multiple pieces (e.g., puzzle, blocks, etc.), keep all of the pieces in a bag or container, encouraging your child to request one piece during each turn

**Offer a choice ...**

- Show and name each choice item while asking “Do you want **car** or **block**?”
- Wait for your child to “tell” you what he/she wants (e.g., by looking, reaching, pointing, vocalizing, or using words)
- Give only the object that was asked for
- Label the item as you hand it to your child (e.g., “Block, you want block.”)

**Create a silly or unusual situation ...**

- Do something your child would not expect and wait for a reaction

Examples of silly situations:

- put your child’s pajama pants on his/ her head
- put both of your child’s socks on the same foot
- start happily bathing your child in a bathtub that has no water in it
- start to pour your child’s juice but “forget” the cup

