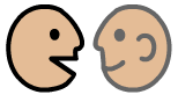


Speech and Language Therapy

Top Tips for Developing Turn Taking

Turn taking skills are very important for building the foundations in using language. Taking physical turns with another helps develop the child's ability to wait and allow others to take part in the interaction.

Play time is a great way to support and develop your child's turn taking skills, the following ideas will help:



- ✓ Begin turn-taking by parent / carer or an adult in the setting (1:1 / key worker) taking a brief turn with child. Do not introduce other children to take turns until child is comfortable and managing turns consistently over a number of weeks with one adult.

- ✓ It may be that initially turns are taken in an activity the child has chosen (e.g. taking turns pouring at the water table). The adult may have to intercept the toy or activity to take a brief turn before returning the item to the child for their turn (e.g. adult ready to catch the ball out of the chute, has a go then lets the child catch the ball).

- ✓ Here are some ideas of other activities that could be carried out to encourage child to develop their turn taking skills whilst maintaining their attention on the task:

- **Balls and beanbags** – throw or roll a ball or beanbag to each other.
- **Windup toys / push and go cars** – send windup toys or push and go cars backward and forward to each other.
- **Posting boxes** – take turns to post shapes or photos of interest into a box
- **Skittles and balls** – take turns to roll a ball and knock down skittles
- **Pop-up toys** – take turns to press the button to make the jack in the box jump up
- **Rings on a stick** – take turns to put the next coloured ring on the stick
- **Lift-the-flap books** – take turns to lift each flap in the book
- **Building bricks** – take turns to add another brick to the tower
- **Fishing game** – take turns to catch a fish using a magnet (you can do this with a magnet, piece of string, cut out paper fish with metal paperclip mouths)
- **Bubbles** – take turns to make/blow bubbles.

