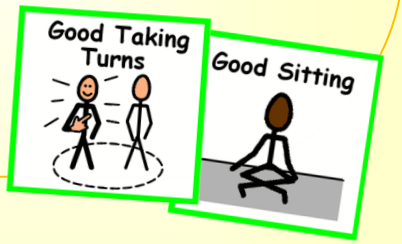
Social Interaction and Play

Developing turn-taking

Activities and strategies to try:

- **For all of these activities remember:**
  - ⇒ Use **motivating** games or activities.
  - ⇒ **Be explicit** when saying who's turn it e.g. 'Johnny's turn, Teacher's turn'
  - ⇒ Use **specific praise** e.g. 'good waiting', 'good turn-taking'
- **Small circle time groups:** For example, sit a small group of children in a circle and allow each child from a feely bag. The child must then talk about their object for 30 seconds until you say stop. The next child then picks an object and has their turn.
- **Picture lotto games board games:** Each child has a base board and a set of matching pictures. The adult will pick out a picture from a duplicate set. If the child has that picture, they can place it on their board.
- **Short board games such as 'Snakes and Ladders':** Initially this may be done with the child and an adult. Once the child is able to do this, include another child in this activity with the adult supporting the turn taking.
- **Cause and effect games** such as Pop-Up Pirate, Buckaroo and Kerplunk.
- **Provide opportunities to demonstrate that turn-taking may not be immediate:** For example; having a rota for being the table monitor. Make sure the rota is visual so that the child knows which day is their turn and can tick it off as its happened.
- Depending upon the age and ability of the child, you may wish to point out good turn taking during daily activities e.g. waiting for snack/break time, waiting if they have their hand up to answer a question etc.



Measuring progress: The child will be able to sit with another person and take 5 turns of a game, increasing to 10 turns etc. The child will then be able to take turns with an adult and a peer before gradually increasing the number of children, allowing the adult to step back and monitor.

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