

# TALKING WITH YOUNG CHILDREN DURING PLAY

	TOY #1	TOY #2
<b>YOUNG INFANTS</b>		
<b>Describe the Experience</b> ("I see your reflection in the mirror.")		
<b>Reflect on Feelings</b> ("Did that surprise you?" "You look like you're concentrating")		
<b>Play with the Sounds of Words</b> ("The ball goes bounce, bounce, bounce." "Peek-a-boo! I see you!")		
<b>Describe Actions</b> ("You're patting yourself in the mirror" "You're grabbing onto your toes!")		
<b>MOBILE INFANTS</b>		
<b>Help Children Observe Changes (cause/effect)</b> ("Look what happened when you pulled the blanket, the block moved towards you!")		
<b>Encourage Children to Solve Problems</b> ("Do you think if we give your car a big push we can get it out of the mud?")		
<b>Build Concepts (shape, size, features)</b> ("This steering wheel is a circle like the letter 'O'". "This feather is soft.")		
<b>Develop Children's Feelings of Competence</b> ("You put all the blocks in the bucket. Thank you!" "You stacked the Duplos so tall. Wow!")		
<b>TODDLERS</b>		
<b>Develop Thinking Skills</b> ("Can you find the picture on the shelf that matches the fire trucks?" "Now what should we do?" "Why...?")		
<b>Encourage Make-Believe</b> ("What food are you preparing for your baby? Where should we pretend to go?")		
<b>Promote Social Skills</b> ("Why don't you take the bristle blocks to the rug to play together with ___?" "I see you sharing with your friend.")		
<b>Promote a Sense of Competence</b> ("Look how tall your tower is.")		

Created based on ideas from: *The Creative Curriculum for Infants & Toddlers: Revised Edition*. Amy Laura Dombro, Laura J. Colker, & Diane Trister Dodge. 2005. Teaching Strategies, Inc. Washington, DC.