Let's Get Talking

Welcome to the 'Communication Newsletter' for Whitgreave Primary. Your one-stop place for advice on how to support your child(ren) in developing their core communication skills.

What can it do?

Pick one of the words below. Can you think of 5 things that it can do or that can be done with it? For example, tree: climb, chop, grow, fall down .

apple	baby	ball	bread	chalk
giraffe	leaf	lion	lollipop stick	paper
paperclip	pencil	penguin	rubber band	stick
tree	your foot	your hand	cat	flour
flower	hair	water	air	spoon

Rhyme is Important

Make up silly rhyming names to match your child's name, or use a pair of puppets e.g. Kim, Sim, Bim or Riley, Miley, Smiley etc. Encourage your child to make up rhyming strings. They do not need to make real words e.g. sanana, banana, boggy, doggy etc.

Talking Task!

Create a scrapbook together, with each page showing things beginning with a different sound. For example, for the 'b' page, your child could cut and stick pictures out of magazines which start with 'b', draw pictures of things which start with 'b', or stick in photos they have taken of things which start with 'b'.

At this stage they are likely to need lots of help to work out which pictures/items start with each sound.

Talking Task! The Silly Sensible Game

Children need to be able to discriminate between sounds before they are able to use them correctly in words. Explain to your child that the doll/teddy is going to say some words, but that he doesn't always get them right!

They need to say 'yes' or 'no' to the doll/teddy to tell them if the word was said correctly or not. Show the child a word and get the doll/teddy to name it. Sometimes the doll/teddy will get the word completely wrong, e.g. they may refer to a carrot as a "flippot"! The child should therefore say "No!" and let the puppet try again.

Start by making the errors very different to the word (as described above). As your child gets better at this, make the errors very minimal. For example, just change ONE sound in the word, e.g. You may name 'carrot' as a 'tarrot'. Try using errors you may hear your child say. For example, if they