

# Other things to try: 7e

## Taking turns in a small group

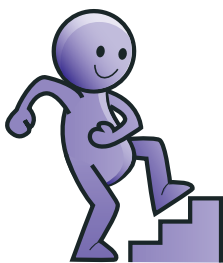


### Why is this important?

Communication is a two-way process that involves the participants taking turns to speak and listen. Observation and listening skills are vital in the development of turn-taking. This activity involves practising both these skills.

### What to do

- Gather together five children. It is best to have a mixture of children – some who are better at turn-taking as well as some who have difficulties with turn-taking.
- Choose one child to lead the activity and encourage him/her to make a sign, gesture or sound.
- The aim is for the sign, gesture or sound to be passed around the circle and copied by each child in turn until it is back at the beginning.
- Children must wait for the previous child to finish before taking their turn.



### Step up

- Try two signs, gestures or sounds together (e.g. wave hand and say 'ah').
- Reduce the number of clues.
- Increase the number of children.
- Increase the waiting involved.
- Expand the opportunities by playing games such as 'Pop-Up Pirate' or 'Ker-Plunk' where children have to put in or take out a piece when it is their turn.
- Games such as lotto or pairs are also good for turn-taking.
- Make up a short obstacle course. Children take a turn doing each obstacle and return to the start.

### Step down

- Use visual prompts to signal when children should take their turn (e.g. use a spinner with the children's faces at different points. Move the pointer to one child at a time to indicate whose turn it should be).
- Physically prompt the child when it's his/her turn (e.g. gently tap him/her on the shoulder) and when he/she needs to wait (e.g. hold his/her hand).

