

# Rules of the Game

## My First Words

### Setting Up

1. Choose six **Picture cards** likely to interest the child\*. When choosing cards, keep the following in mind:
  - For children who don't use words yet but have started to make sounds, cards showing animals and vehicles are best.
  - Children who only say a few words will enjoy cards with objects, animals, and people they are likely to recognize and will want to name.
  - Children with larger vocabularies can be kept motivated with a combination of items they already know and new words they have to learn. It can also be fun and educational to choose only pictures belonging to a single category (e.g., animals or vehicles).
2. Once you have selected the **Picture cards**, place them in the transparent side pockets on the die.

6+  
months



2-6



5+



## Playing the Game

1. Give the die to the child and prompt them to toss it.
2. The child then tosses the die and looks at the picture that lands on top.
3. Give the child time to name the picture. If they don't answer, you can name the item or make a sound for them (see "Helping children name items during gameplay" in the **Instructional Guide**).
4. Once you have named the picture, go back to Step 1 and start over. When the child starts losing interest, change the **Picture cards**.
5. The game ends when the child no longer wants to play.

**Variant:** Take turns with the child. When it's your turn, explain what's happening: say "It's my turn!", toss the die, then say the word that matches the picture that lands on top. When it's the child's turn, give them a prompt: "Your turn now!"

\*The word "child" is used here to mean one or more children near the game's target age range.

