

Listening and attention

STOP AND GO



BIG EARS
THE ELEPHANT

STOP AND GO

THE AIM OF THE GAME

To encourage children to listen to instructions when involved in an activity, or when there's other noise around.

LEARNING OPPORTUNITIES

Paying attention and listening to instructions are the most important skills in learning to talk – and they take time to develop. This game involves distractions that make it harder for the child to listen, taking them on to the next step in learning to listen.

HOW TO DO IT

Choose noisy instruments (drums, rattles or whistles) or items to bang (such as a pan and a wooden spoon). Tell the child that when you say “Go”, they can play their instrument. (You can play yours, too). Tell them that when you say “Stop”, they must stop the noise.

Play the game a few times, with you calling when to “Go” and when to “Stop”. Then swap over and let the child say when to “Go” and “Stop”.

TOO DIFFICULT?

Use a gesture as well as a word to help the child see when it's time to “Go” and “Stop”.

TOO EASY?

Turn your back to the child, so they can't see you say anything. Or speak very quietly, or with your hand in front of your mouth. See whether the child will stop if you say “Stop”, but carry on playing your own instrument.

Talking socially



**MISCHIEVOUS
THE MONKEY**

The ability to hold conversations is a key skill for everyone.

For good conversation, children need well developed attention and listening, vocabulary, sentence building and storytelling skills, as well as knowledge about how to interact with others.

Children need social communication skills to be able to hold conversations. Giving them the opportunity to practise these with others is extremely important.