

Speech & Language Fun with Halloween Masks, Play-Dough and Wind-Up Toys

CORE VOCABULARY WORDS/SENTENCE FORMATION

To talk about the items in this bag, here are some core vocabulary phrases that you can focus on with your child. Model a phrase for your child at his/her level, pointing to the core vocabulary board if you have it or just using your voice, and then see if your child can try to repeat you. Remember to encourage—not require—your child to talk; have fun with it!

	<u>Word</u>	<u>Phrase</u>	<u>Sentence</u>
Mask	• Put	Put on	Help me <i>put</i> it on. I <i>put</i> my mask on.
	• Look	Look at me!	How do I <i>look</i> ?
	• Who	Who are you?	Who do I look like?
Scented play-dough	• Open	Open it Please <i>open</i>	Help <i>open</i> the dough. Please <i>open</i> the dough.
	• Make	Make it Make a ____.	I can <i>make</i> it. I <i>made</i> a ____.
Wind-Up Toy	• Go	Ready...Set...Go! Make it go	I want it to <i>go</i> again. Let's make it <i>go</i> .
	• More	More jumps/spins Want <i>more</i>	Make it jump/spin/walk <i>more</i> . I want <i>more</i> jumps/spins/walks
	• Do	Do it	I want to <i>do</i> it
	• Turn	Turn it Your/my <i>turn</i>	Turn the knob please. I want a <i>turn</i> .

DESCRIPTIVE VOCABULARY

While playing, talk with your child about the different attributes of each item. Talk about how the mask has *stripes* or *spots*, is *sparkly*, and makes your child look *scary* or *silly*. Talk about how the play-dough is *soft* and *squishy*, what color it is, and what it smells like. Talk about the wind-up toy moving *fast* or *slow* and whether it sounds *quiet* or *noisy*.

ARTICULATION

Model correct productions of any word you come across that contains your child's tricky sound, exaggerating the sound within the word. For example, if your child's wind-up toy is a ghost and your child is working on the /b/ sound, practice saying "Boo!" and reminding your child to put his lips together when making his sound. If your child is working on /s/ blends, you could incorporate the words "smoosh" and "snake" into play-dough play time, reminding him to make his "smile and hiss" sound for /s/.