WAKING UP

As your toddler stirs to wakefulness, it's the perfect time to introduce new words and concepts. A cheerful "Good morning, little explorer!" can set the tone for the day.



- **Naming**: As they wake, name objects in their room to reinforce vocabulary. "Look, your blue bear is here, too!"
- **Communicative Temptations**: Place a favorite book or toy just out of reach and encourage them to ask for it. "Do you want your teddy bear?"
- **Expansions**: If they mention a familiar object or action, like "bear", expand it to "Your cuddly bear".
- **Choices**: Offer them a choice between two morning activities, such as stretching or cuddling. "Do you want to stretch or hug mommy?"
- Let Your Child Lead: Follow their interest upon waking—whether they want to talk about their dreams or what they see around them.
- Reducing Questions: Comment on the morning instead of asking questions. "The sun is up, and so are we!"
- **Scripted Phrases**: Use phrases like, "Time to rise and shine!" and pause to see if they repeat or react to the cue.
- **Imaginary Play**: Pretend the bed is a boat on the sea, and they are the captain setting sail for the day.
- Recasting: If they make an incorrect statement, recast it correctly in a natural way. "I goed sleep" becomes "You slept well!"
- Commenting (Sports Commentator Talk): Narrate the waking up process energetically. "And here they go, the champion of sleep is rising to greet the day!"
- **Sabotage**: 'Forget' to open the curtains and wait for them to point it out or request it, prompting them to use their language skills.

GETTING DRESSED

Dressing up can be a fun game of choices and learning. Turn this daily routine into a lesson on colors, clothing items, and preferences.



- **Naming**: Name each item of clothing as you and your toddler pick it out. "Here are your striped socks and red shirt."
- **Communicative Temptations**: Hold up two shirts and wait for them to indicate which one they want to wear.
- **Expansions**: If your child says "pants," you can expand with, "Yes, your blue pants with pockets."
- **Choices**: Offer them a choice between two outfits, letting them decide and tell you their preference.
- Let Your Child Lead: Let them decide the order of getting dressed and narrate their choices.
- **Reducing Questions**: Instead of asking what they want to wear, describe the options and let them respond.
- **Scripted Phrases**: Use a consistent phrase like "Arms up for your shirt!" and wait for them to complete the action.
- **Imaginary Play**: Pretend each item of clothing gives them special abilities—like super speed sneakers.
- Recasting: If they mix up clothing items, gently recast their sentence.
 "I wear shoes on hands" becomes "Shoes go on your feet, gloves go on your hands!"
- **Commenting (Sports Commentator Talk)**: Give a play-by-play of the dressing process with enthusiasm.
- **Sabotage**: 'Forget' to provide a necessary item like socks, prompting them to ask for it or point out the omission.



BREAKFAST TIME

Breakfast is not just the first meal; it's a chance to chat, describe, and learn about food, tastes, and more.



- **Naming**: Identify all the items on the breakfast table, including foods, utensils, and dishes.
- **Communicative Temptations**: Place their favorite drink in a seethrough container, so they ask for it.
- **Expansions**: Build on single words they use, turning "juice" into "cold orange juice."
- Choices: Let them choose between two types of cereal or fruit.
- Let Your Child Lead: If they show interest in a particular food, talk about it and let them tell you more.
- Reducing Questions: Make observations about the breakfast like,
 "This oatmeal is warm and creamy."
- **Scripted Phrases**: Use repetitive phrases each morning, like "Time for yummy breakfast!" and pause for a response.
- **Imaginary Play**: Imagine the spoon is an airplane or train, and each bite is a trip.
- **Recasting**: If they use incorrect language, model the correct form. "I eated eggs" becomes "You at eeggs."
- Commenting (Sports Commentator Talk): Provide a lively commentary on the breakfast, "And now the spoon is diving into the bowl!"
- **Sabotage**: Put something unusual on the plate, prompting a response or question.



BRUSHING TEETH

This daily hygiene routine is perfect for learning verbs, body parts, and the importance of cleanliness.



- Naming: Identify each part of the process, including the toothbrush, toothpaste, and each tooth as you brush.
- **Communicative Temptations**: Hold the toothpaste just out of reach until they ask for it.
- **Expansions**: Expand on simple phrases, like turning "brush" into "brush teeth up and down."
- **Choices**: Offer them a choice of toothpaste flavors if available.
- **Let Your Child Lead**: Follow their interest—if they're curious about the water, discuss it.
- **Reducing Questions**: Comment on the steps of brushing teeth instead of asking if they're ready or like it.
- **Scripted Phrases**: Use a phrase like "Open wide like a lion!" and pause for them to respond.
- **Imaginary Play**: Pretend the toothbrush is a painter, and their mouth is a canvas.
- Recasting: If they say, "I brushing," gently recast it to "I am brushing my teeth."
- **Commenting (Sports Commentator Talk)**: Narrate the brushing process as if it's an exciting sports event.
- **Sabotage**: 'Forget' to wet the toothbrush, prompting them to tell you or do it themselves.



PLAYING WITH TOYS

Playtime is a treasure trove of language learning, with opportunities for names, actions, and storytelling.



- Naming: Name the toys they are playing with and their actions.
- **Communicative Temptations**: Place a desired toy on a shelf and encourage them to ask for help.
- Expansions: If they say "car," add to it with "The car is going fast!"
- **Choices**: Offer them a choice between two toys or games.
- Let Your Child Lead: Engage with whatever story or game they are interested in.
- Reducing Questions: Describe their play, "You're building a tall tower!" instead of asking questions about it.
- **Scripted Phrases**: Use phrases like "The train is chugging along the track," with a pause for them to join in.
- **Imaginary Play**: Encourage them to create stories with their toys, joining in with your own additions.
- **Recasting**: Correctly model any misused words during play without directly correcting them.
- **Commenting (Sports Commentator Talk)**: Give a dynamic description of their play, just like a sportscaster would.
- **Sabotage**: 'Misplace' a piece of a toy set, prompting them to notice and ask where it is.



READING A MORNING STORY

Reading together can be a journey through words and pictures, perfect for cultivating a love for stories and learning.



- **Naming**: Point out and name key objects and characters in the story.
- **Communicative Temptations**: Hold the book slightly closed, prompting them to ask you to open it or turn the page.
- **Expansions**: When your child points or talks about a picture, add more detail, like "Yes, the cat is sleeping under the green tree."
- **Choices**: Let them pick which story to read from a selection of two or three books.
- Let Your Child Lead: If they show more interest in a particular picture, linger there and discuss it further.
- **Reducing Questions**: Talk about the story's events and characters instead of quizzing them about what they see.
- **Scripted Phrases**: Use predictable phrases when turning pages or when certain recurring elements appear in the story.
- **Imaginary Play**: Encourage them to imagine what they would do in the story's world.
- Recasting: If they make an incorrect statement about the story, gently recast it with the correct information.
- **Commenting (Sports Commentator Talk)**: Give a lively commentary on the story's action, as if narrating an exciting play-by-play.
- **Sabotage**: Pretend to forget what happens next, or 'misread' to see if they correct you, stimulating their recall and narrative skills.



GOOD MORNING SONGS

Songs in the morning can be a delightful way to learn rhythm, routine, and the joy of language.



- Naming: Include songs with clear naming of body parts, objects, or actions.
- **Communicative Temptations**: Pause during a song and wait for your child to signal or ask to continue.
- **Expansions**: Add extra verses to the song with new words and actions.
- Choices: Offer a choice between two morning songs to sing together.
- Let Your Child Lead: If they start making up their own song, follow along and add to their lyrics.
- **Reducing Questions**: Sing about what you're doing or planning for the day instead of asking them questions about their preferences.
- **Scripted Phrases**: Use familiar phrases from songs and encourage your child to fill in the blanks.
- **Imaginary Play**: Create a song about an imaginary adventure you both could have.
- **Recasting**: Sing the correct lyrics softly alongside them if they make a mistake.
- Commenting (Sports Commentator Talk): Narrate the actions in the song like an exciting event, "And now we're jumping up high, reaching for the sky!"
- **Sabotage**: Start a song with a silly mistake or mixed-up verse and see if your child notices and corrects you.

MORNING WALK OR OUTDOOR PLAY

The great outdoors is an open classroom with limitless opportunities for language and discovery.



- Naming: Identify and name everything you see outside, from the blue sky to the squirrels scampering by.
- **Communicative Temptations**: Bring out a scooter or ball but leave the helmet or pump inside, prompting them to communicate the need.
- **Expansions**: When they comment on what they see or do, add more detail, turning "bird" into "fast bird flying."
- **Choices**: Give them the option to choose the direction of the walk or the outdoor game to play.
- Let Your Child Lead: Let them guide the way and decide which areas to explore, providing language input related to their interests.
- **Reducing Questions**: Describe the environment and their actions, "You're running so fast!" rather than asking them about it.
- Scripted Phrases: Use familiar phrases associated with the outdoors, like "What a beautiful day for a walk!"
- **Imaginary Play**: Encourage them to pretend they are on a jungle safari or a treasure hunt.
- **Recasting**: Subtly correct their language by recasting their phrases during conversation.
- **Commenting (Sports Commentator Talk)**: Provide a dynamic commentary on their outdoor activities.
- **Sabotage**: 'Accidentally' drop a toy along the path to prompt them to ask for help or discuss what happened.



PRETEND PLAY

Engaging in pretend play can be a wonderful way to use imagination and language to explore different roles and scenarios.



- Naming: Use specific names for items and roles in the pretend play scenario.
- **Communicative Temptations**: Set up a scenario where a key pretend item is 'missing', and they need to ask for it.
- **Expansions**: Take the words they use in play and expand them into fuller sentences and ideas.
- **Choices**: Offer them roles or scenarios to choose from in their pretend play.
- Let Your Child Lead: Allow them to direct the narrative of the pretend play, adding language input as you go along.
- **Reducing Questions**: Comment on the play acting rather than asking questions, "You're a great doctor helping your patients!"
- **Scripted Phrases**: Create a catchphrase for the pretend scenario and use it throughout the play.
- **Imaginary Play**: Fully engage in their imaginative world, whether they're pretending to be animals, superheroes, or family members.
- **Recasting**: Gently adjust any grammatical errors in their imaginative dialogue.
- **Commenting (Sports Commentator Talk)**: Narrate their pretend play as if you're commenting on an exciting game or adventure.
- **Sabotage**: Purposefully 'misunderstand' their pretend play prompts to encourage them to explain or assert their ideas.



GETTING READY TO LEAVE THE HOUSE (E.G., FOR DAYCARE)

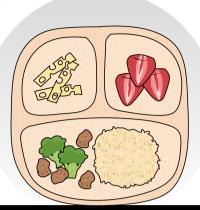
Preparing to leave the house can be a miniadventure of its own, filled with lessons in organization, planning, and communication.



- **Naming**: Name each item as you gather it for the day, from backpacks to lunch boxes.
- **Communicative Temptations**: Place a favorite item just slightly out of reach so they need to ask for it before leaving.
- **Expansions**: When they mention something they want to bring, expand on it, "You want your teddy bear? The soft one with the blue bow?"
- **Choices**: Let them choose between two snacks or toys to take along for the day.
- Let Your Child Lead: Ask them what they need to remember for the day and discuss each item.
- Reducing Questions: Instead of quizzing them on what's needed, narrate the process of getting ready, "We're putting on our shoes to go to daycare."
- **Scripted Phrases**: Use a consistent phrase like "We've got our bag, we've got our coat, we're ready to go!"
- **Imaginary Play**: Pretend you're both explorers gathering gear for an expedition.
- **Recasting**: If they make a language error, casually provide the correct form as you converse.
- **Commenting (Sports Commentator Talk)**: Make the preparation process exciting by commentating as if prepping for a big event.
- **Sabotage**: 'Forget' a usual part of the leaving routine to prompt them to notice and communicate the oversight.

LUNCHTIME

Lunchtime is not only for nourishment but also for nourishing the young mind with words and language patterns.



- **Naming**: Identify and describe the foods on the plate, including their colors, shapes, and textures.
- **Communicative Temptations**: Keep the napkins or utensils a little out of reach, so your child has to ask for them.
- **Expansions**: When your child mentions a food item, expand it with adjectives or verbs, like "You're eating crunchy carrots."
- **Choices**: Offer two healthy options and let them choose, "Would you like grapes or strawberries?"
- Let Your Child Lead: Follow their conversation leads about their favorite parts of lunch.
- **Reducing Questions**: Instead of asking what they like, comment on the meal: "This soup will warm us up!"
- **Scripted Phrases**: Use familiar lunchtime phrases, such as "Lunch is served, time to eat!"
- **Imaginary Play**: Pretend you are dining at a restaurant, and they are the chef describing today's special.
- **Recasting**: If they use a wrong word or grammar, recast it into a correct and more complex sentence.
- **Commenting (Sports Commentator Talk)**: Narrate the mealtime as if giving a play-by-play of a gourmet competition.
- **Sabotage**: 'Forget' to serve a part of the meal and see if they can identify and request the missing item.



AFTERNOON SNACK

Snack time can be an interactive session of taste, texture, and the joy of eating.



- Naming: Talk about the snack items, naming each one and their features.
- **Communicative Temptations**: Place a favorite snack just out of sight to prompt a request.
- **Expansions**: Add descriptive words to what your child says about the snack, "Yes, the apple is very juicy and sweet!"
- **Choices**: Present two snack options to choose from, encouraging decision-making.
- Let Your Child Lead: Let them tell you about their snack preferences and discuss why they like them.
- **Reducing Questions**: Comment on the snack-making process or the snacks themselves instead of asking questions.
- **Scripted Phrases**: Incorporate a fun, repetitive phrase like "Snack time is the best time!"
- **Imaginary Play**: Turn the snack into characters in a story, "Here comes Mr. Carrot, walking into your mouth."
- **Recasting**: Casually correct any grammatical mistakes they make while talking about their snacks.
- **Commenting (Sports Commentator Talk)**: Give a lively commentary on their snack choices and eating actions.
- **Sabotage**: Purposefully provide the wrong snack to prompt them to use their words to correct you.



NAP TIME

Nap time is a quiet interlude that can also be a time for learning calm and soothing words.



- **Naming**: Name the items in the nap environment, like the blanket, pillow, and stuffed animals.
- **Communicative Temptations**: Hold onto the blanket or lovey and wait for them to signal they want it.
- **Expansions**: When they mention feeling sleepy or wanting their bed, expand with "It's nap time, so you can feel rested."
- Choices: Offer a choice between two lullabies or two books before nap time.
- Let Your Child Lead: If they want to tell you a story before they sleep, listen and add to it with gentle language.
- **Reducing Questions**: Describe the peaceful nap setting instead of asking if they're ready to sleep.
- **Scripted Phrases**: Use a calming phrase like "Sleep tight until we play again" each time they go down for a nap.
- **Imaginary Play**: Imagine a calming scene, like floating on clouds, to help them relax into sleep.
- Recasting: Gently correct their sentences to model peaceful and restful language.
- **Commenting (Sports Commentator Talk)**: Softly comment on the process of getting cozy and ready for nap.
- **Sabotage**: 'Misplace' a usual naptime item like a pillow or blanket to encourage them to notice and articulate the need.

PLAYING IN THE PARK

Outdoor play is excellent for expanding vocabulary with action words, nature words, and social interaction.



- Naming: Talk about the playground equipment and surrounding nature, naming each thing they interact with.
- **Communicative Temptations**: Keep a piece of play equipment, like a ball, just out of their easy reach.
- **Expansions**: Elaborate on their observations, "Yes, the slide is tall and you slide down fast!"
- Choices: Offer them a choice of which area of the park to play in first.
- Let Your Child Lead: Let them choose the games and direct the playtime activities, providing language input as needed.
- Reducing Questions: Comment on their play and the environment, "You're climbing so high!"
- **Scripted Phrases**: Use consistent phrases related to play, like "Up we go on the swings!"
- **Imaginary Play**: Encourage them to imagine the playground as a castle or spaceship, using language related to these themes.
- **Recasting**: When they make language errors, model the correct version in your response.
- Commenting (Sports Commentator Talk): Narrate their play as if commentating an adventurous sporting event.
- **Sabotage**: Pretend you don't know how to play a game and have them explain or show you.



AFTERNOON SONGS

Music can be a delightful way to reinforce rhythm, vocabulary, and expressions in a fun setting.



- Naming: Include songs that name body parts, objects, and simple actions.
- **Communicative Temptations**: Pause before a favorite part of the song, waiting for your child to prompt you to continue.
- **Expansions**: Add new verses to the song that include more descriptive language or introduce new concepts.
- **Choices**: Let your child choose which songs to sing from a small selection.
- Let Your Child Lead: Follow their lead if they start making up their own song and lyrics.
- **Reducing Questions**: Instead of asking what song they want to sing, narrate what you're doing and the songs you're singing.
- **Scripted Phrases**: Incorporate familiar and repetitive song lyrics, allowing your child to join in.
- **Imaginary Play**: Use the songs as a backdrop for pretend scenarios, acting out the lyrics.
- **Recasting**: If they sing incorrect lyrics, gently sing the correct ones alongside them.
- **Commenting (Sports Commentator Talk)**: Provide a lively narration as if the songs were a series of performances.
- **Sabotage**: Intentionally mix up lyrics to see if your child corrects you, engaging them in problem-solving.



CHOOSING AN AFTERNOON ACTIVITY

Decision-making is crucial in fostering a child's sense of agency and language development.



- **Naming**: Describe the options for afternoon activities, naming each one with enthusiasm.
- **Communicative Temptations**: Present two desirable activities and wait for them to indicate a preference.
- **Expansions**: When they choose an activity, expand on it, "You chose drawing; let's make a big colorful picture!"
- **Choices**: Give them clear options between activities such as playing outside or doing a puzzle.
- Let Your Child Lead: Encourage them to set up the chosen activity, providing language input related to their actions.
- **Reducing Questions**: Comment on the benefits or fun aspects of each activity instead of asking which one they prefer.
- Scripted Phrases: Use phrases like "It's time for fun! What shall we do?"
- **Imaginary Play**: Suggest they pretend to be a character that fits with the chosen activity for more imaginative engagement.
- **Recasting**: If they use a grammatically incorrect sentence when choosing, recast it correctly.
- **Commenting (Sports Commentator Talk)**: Give an animated account of the decision-making process and the start of the activity.
- **Sabotage**: Set up the activity area with a small, intentional mishap they need to fix or point out.



INTERACTIVE PLAYTIME

Interactive play is where language, social skills, and creativity come together.



- Naming: Name the toys and actions during interactive playtime.
- **Communicative Temptations**: Place a needed item for play just out of reach to encourage asking.
- **Expansions**: When your child makes a statement, expand it into a more complex sentence.
- Choices: Offer choices between toys or play themes.
- Let Your Child Lead: Encourage your child to direct the play session and support them with language.
- Reducing Questions: Make comments about the play instead of asking about it to encourage descriptive language.
- **Scripted Phrases**: Use familiar playtime phrases that invite interaction.
- **Imaginary Play**: Join in your child's imaginary scenarios, contributing to their story with new words and phrases.
- **Recasting**: When your child uses incorrect grammar, subtly provide the correct form in your response.
- **Commenting (Sports Commentator Talk)**: Narrate the play session vividly, as if it's a live game.
- **Sabotage**: Pretend to misunderstand play rules or scenarios to prompt correction and explanation.



CRAFTING OR COLORING TIME

Crafting and coloring offer visual and tactile stimuli that can be used to enhance language learning.



- **Naming**: Name the colors, tools, and materials used for crafting or coloring.
- **Communicative Temptations**: Show them two colors or tools and wait for them to tell you which one they want to use.
- **Expansions**: When they describe their artwork, add details to enrich their descriptions.
- **Choices**: Offer a selection of coloring pages or craft projects to choose from.
- Let Your Child Lead: Encourage them to explain their creative choices and describe what they're making.
- **Reducing Questions**: Discuss the crafting process or comment on the colors and shapes they're using.
- **Scripted Phrases**: Use phrases like "Let's make something beautiful!" and pause for their input.
- **Imaginary Play**: Imagine the creations coming to life and narrate a story about them.
- Recasting: Correct any incorrect language in a way that's natural and supportive.
- Commenting (Sports Commentator Talk): Give a play-by-play commentary on their artistic process.
- **Sabotage**: 'Forget' to put out a necessary item, like scissors or glue, and wait for them to point out the omission.



BACKYARD EXPLORATION OR NATURE

Exploring the backyard or taking a nature walk can turn into a language-rich exploration.

- Naming: Point out and name the flora, fauna, and elements in nature.
- **Communicative Temptations**: Keep a field guide or binoculars just out of reach until they verbalize interest.
- **Expansions**: When they comment on a discovery, expand with more information or related vocabulary.
- Choices: Give them options on what to explore or where to go next.
- Let Your Child Lead: Encourage them to lead the way and decide what deserves a closer look.
- **Reducing Questions**: Describe what you both see and experience rather than asking probing questions.
- **Scripted Phrases**: Use consistent phrases for common discoveries, like "I spy with my little eye..."
- **Imaginary Play**: Pretend you're both explorers or scientists on a mission.
- **Recasting**: Gently reshape any of their language errors into correct form during conversation.
- **Commenting (Sports Commentator Talk)**: Act as a nature show host describing the wonders you both find.
- **Sabotage**: Set up a 'discovery' like a hidden toy bug or plant and see if they can find and describe it.



PRETEND COOKING OR SHOP PLAY

Playtime with pretend food or a toy store can be a delightful setting for learning and using language.



- **Naming**: Name each food item and piece of play money or store equipment.
- **Communicative Temptations**: Place 'customers' or 'orders' that require specific items, encouraging your child to ask questions or make requests.
- **Expansions**: Elaborate on the pretend scenarios with sentences that build upon what your child says.
- **Choices**: Let them decide what's on the menu or what items the store sells.
- Let Your Child Lead: Follow their storyline in the pretend play, whether they're the chef or the store owner.
- **Reducing Questions**: Comment on their cooking skills or how they organize their store.
- **Scripted Phrases**: Use phrases that fit the play scenario, like "Time to check out!" or "What's cooking?"
- **Imaginary Play**: Dive into the imaginary world, engaging in role-play and using themed vocabulary.
- **Recasting**: If they use incorrect or incomplete phrases, recast them correctly as part of the play.
- Commenting (Sports Commentator Talk): Offer a lively commentary on their play as if broadcasting a cooking show.
- **Sabotage**: 'Forget' to provide an essential item in the play kitchen or store and encourage them to problem-solve verbally.



PREPARING DINNER

Helping in the kitchen can be a feast for the senses and a banquet for language development.



- **Naming**: Involve your child by naming all the ingredients and utensils as you use them.
- **Communicative Temptations**: Place some ingredients slightly out of reach, encouraging them to ask or describe what they need.
- **Expansions**: When they comment on the cooking process, expand on it, "Yes, we stir the soup to make it hot."
- **Choices**: Offer them two simple tasks they can help with, like washing vegetables or stirring.
- Let Your Child Lead: Allow them to suggest what to add to a dish, and discuss their choices.
- Reducing Questions: Comment on the smells and sounds of cooking, "Listen to the sizzle of the pan."
- Scripted Phrases: Use phrases that fit the cooking routine, like "Chop, chop, veggies get cut up!"
- **Imaginary Play**: Pretend you're both famous chefs on a cooking show, describing each step dramatically.
- **Recasting**: If they make a language error, recast it into a correct sentence, "I cutted carrots" becomes "I cut the carrots."
- **Commenting (Sports Commentator Talk)**: Narrate the dinner prep as if it's a culinary competition, adding excitement.
- **Sabotage**: Intentionally 'forget' a step in the recipe and see if your child can identify and articulate it.



DINNER TIME

Mealtime is a perfect setting for practicing language in a social context.



- Naming: Talk about the dishes being served and the ingredients in each one.
- **Communicative Temptations**: Serve everything but one item they usually enjoy to prompt them to ask for it.
- **Expansions**: Build upon their food-related comments, turning "peas" into "green peas in your bowl."
- Choices: Let them choose between two side dishes or drinks.
- Let Your Child Lead: Discuss their day and any topics they bring up during the meal.
- **Reducing Questions**: Make observations about the meal and eating behaviors instead of asking direct questions.
- **Scripted Phrases**: Establish a routine phrase, such as "What was the best part of your day?" at dinner.
- **Imaginary Play**: Imagine you're dining in different countries and discuss the culture and food.
- Recasting: Gently correct any grammatical errors in their dinner conversation.
- Commenting (Sports Commentator Talk): Offer a playful commentary on the meal, as if it's a gourmet event.
- **Sabotage**: 'Forget' to provide a usual condiment or utensil and encourage them to request it.



EVENING BATH

Bath time can wash away the day and rinse in new vocabulary and concepts.

- **Naming**: Name all the bath toys, body parts, and actions as you go through the bath routine.
- **Communicative Temptations**: Place the soap or a toy just out of reach to encourage them to ask for it.
- **Expansions**: When they comment, expand their words into fuller sentences, "Yes, the water is warm and bubbly."
- **Choices**: Give them the option to choose which bath toy to play with first.
- Let Your Child Lead: Let them direct the bath play and talk about what they are doing.
- **Reducing Questions**: Describe the process of getting clean, "We're washing away all the dirt."
- **Scripted Phrases**: Use familiar bath-time phrases like "Splish-splash, time for a bath!"
- **Imaginary Play**: Turn the tub into an ocean and pretend to explore underwater worlds.
- **Recasting**: Echo their sentences correctly when they make language errors.
- **Commenting (Sports Commentator Talk)**: Commentate the bath as if it's a fun water sport.
- Sabotage: 'Forget' to rinse a toy and wait for them to remind you.



GETTING DRESSED FOR BED

The transition to bedtime is an opportunity for calm, nurturing language interaction.



- **Naming**: Discuss each item of their pajamas and bedtime accessories as they put them on.
- Communicative Temptations: Hold back a favorite bedtime item until they verbalize their need for it.
- **Expansions**: When they say something about getting ready, expand it to include more details.
- **Choices**: Offer them a choice between two bedtime stories or stuffed animals.
- **Let Your Child Lead**: Follow their nighttime routine preferences, discussing each step.
- Reducing Questions: Comment on how cozy their pajamas are or how soft the bed feels.
- **Scripted Phrases**: Use a calming night-time phrase like "Time to snuggle down."
- **Imaginary Play**: Imagine their bed is a boat or spaceship, ready to take them to dreamland.
- **Recasting**: If they mix up tenses or pronouns, recast their sentence correctly in a soothing tone.
- Commenting (Sports Commentator Talk): Softly narrate the process of getting ready for bed like a bedtime story.
- **Sabotage**: 'Misplace' a pajama piece to prompt them to notice and use their words to help find it.



BEDTIME STORYTELLING

Stories are windows to new worlds and a time to explore language through imagination.



- **Naming**: Introduce new words and concepts as you read, pointing them out in the pictures.
- **Communicative Temptations**: Pause at a cliffhanger moment to encourage them to predict or ask what comes next.
- **Expansions**: Add to the story with extra descriptive words or related ideas.
- **Choices**: Let them choose which book to read or which part of the book to start from.
- Let Your Child Lead: Allow them to interrupt with questions or observations, and build on their curiosity.
- Reducing Questions: Instead of asking questions about the plot, make predictions together or discuss the characters' feelings.
- **Scripted Phrases**: Establish a routine closing phrase for storytime, such as "And they lived happily ever after."
- **Imaginary Play**: Encourage them to imagine alternative endings or adventures for the characters.
- **Recasting**: Gently model correct language usage if they mispronounce or use incorrect grammar.
- **Commenting (Sports Commentator Talk)**: Provide an animated summary of the story's events.
- **Sabotage**: Pretend to forget the story's details, prompting them to fill in or correct you.



EVENING PLAYTIME

Evening play can be a quiet time to wind down and engage in language-building activities.



- **Naming**: Label toys, actions, and feelings as you play together.
- **Communicative Temptations**: Begin a favorite quiet-time game but wait for your child to ask for their role or the next step.
- **Expansions**: If they make a simple statement about the play, expand it with more information.
- **Choices**: Offer them two quiet play activities to choose from as wind-down time.
- Let Your Child Lead: Observe what kind of quiet play they are in the mood for and engage with them in it.
- **Reducing Questions**: Describe the play activity and what it involves, focusing on the calming aspects.
- **Scripted Phrases**: Use repetitive, soothing phrases as part of the play routine.
- **Imaginary Play**: Engage in gentle imaginative play that's conducive to winding down.
- **Recasting**: When they misspeak, recast their words into the correct form softly and gently.
- **Commenting (Sports Commentator Talk)**: Quietly comment on the play as if narrating a peaceful scene.
- **Sabotage**: Set up a play scenario with a missing element and prompt them to solve the issue.



STARGAZING OR NIGHT WALK

A nighttime outdoor excursion can be a serene time for language learning under the stars.



- Naming: Identify and name celestial objects or nocturnal sounds you encounter.
- **Communicative Temptations**: Point out a constellation but wait for your child to ask about it or to say something about the stars.
- **Expansions**: When they notice something in the night sky, expand on it with fun facts or related vocabulary, like "Yes, that's the bright North Star."
- **Choices**: Let them choose the direction of the walk or which star to learn about next.
- Let Your Child Lead: Follow their gaze and their topics of interest, providing language input about the night sky.
- **Reducing Questions**: Make observations about the night and the beauty of the stars rather than asking if they see specific things.
- **Scripted Phrases**: Use calming nighttime phrases, like "The moon is watching over us," and encourage them to repeat or respond.
- **Imaginary Play**: Imagine different shapes the stars make or create stories about the moon and stars.
- Recasting: Correct any language errors in a quiet, supportive manner, modeling the correct usage.
- Commenting (Sports Commentator Talk): Give a gentle and awefilled commentary of the night sky as if it's a celestial show.
- **Sabotage**: 'Forget' to put on your shoes and see if your child notices and tells you.

PRETEND CAMPING OR FORT-BUILDING

Building a fort or pretending to camp indoors can turn your living room into an adventurous setting for language learning.



- Naming: Use specific names for the 'camping' gear and parts of the fort.
- **Communicative Temptations**: Put a desired 'camping' item just out of reach to encourage them to communicate their need.
- **Expansions**: Expand on their fort-related comments or questions by adding more detail, like "Yes, we're under the fort's blue roof."
- **Choices**: Let them decide what materials to use for fort-building or what to 'cook' on the pretend campfire.
- **Let Your Child Lead**: Encourage them to direct the fort-building or camping scenario, engaging in conversation about each of their decisions.
- **Reducing Questions**: Comment on the construction of the fort or the pretend campsite setup instead of asking about what to do next.
- Scripted Phrases: Use routine phrases as part of the play, such as "Now we're safe in our fort!"
- **Imaginary Play**: Create an imaginative narrative about being in the wilderness or on a camping trip.
- **Recasting**: If they use incorrect grammar or vocabulary, recast their statements in the context of the play.
- **Commenting (Sports Commentator Talk)**: Narrate the fort-building or camping play as if it's a thrilling adventure.
- **Sabotage**: Create a make-believe problem within the fort or camp that needs solving, prompting them to use their language to problem-solve.

LOOKING AT FAMILY PHOTOS

Family photos can be a catalyst for storytelling and a time capsule for language growth.



- Naming: Name the people, places, and events in the photos.
- **Communicative Temptations**: Hold a photo album closed until your child asks to see the pictures.
- **Expansions**: When your child comments on a photo, add more context or describe the emotions felt during that time.
- **Choices**: Offer them a choice between two albums or pictures to look at.
- Let Your Child Lead: Allow them to ask questions about the photos and tell their own stories or memories associated with them.
- **Reducing Questions**: Share your feelings and memories associated with the photos instead of asking about theirs.
- **Scripted Phrases**: Use phrases like "This was a special day!" when flipping through the album.
- **Imaginary Play**: Imagine what was happening before or after the photo was taken.
- **Recasting**: If they make a grammatical error while describing a photo, recast it in the correct form.
- **Commenting (Sports Commentator Talk)**: Give a lively backstory to each photo as if narrating a documentary.
- **Sabotage**: Pretend not to remember a story behind a picture, encouraging them to remind you or create a story.



PREPARING FOR BED (E.G., BRUSHING TEETH, WASHING UP)

The nightly routine is a quiet concert of activities that can help reinforce language patterns and concepts.



- **Naming**: Talk through each step of the routine, naming the tools and actions involved.
- **Communicative Temptations**: Place their toothbrush or washcloth just out of reach, prompting verbal requests.
- **Expansions**: When they comment on the bedtime routine, add an extra detail or related action.
- Choices: Offer a choice between two pajama sets or bedtime books.
- Let Your Child Lead: Listen to their thoughts on the day and their bedtime routine, and provide language input accordingly.
- Reducing Questions: Discuss the steps of the routine in a calming manner, "Now we brush our teeth to keep them strong and clean."
- **Scripted Phrases**: Incorporate a goodnight phrase you use every night, like "Sleep tight, don't let the bedbugs bite."
- **Imaginary Play**: Engage in a short, calm imaginary scenario as they get ready for bed, like imagining sleeping on clouds.
- **Recasting**: Subtly correct any language errors they make as they describe their bedtime routine.
- **Commenting (Sports Commentator Talk)**: Offer a soft and soothing summary of the bedtime preparation as if winding down a day's event.
- **Sabotage**: 'Forget' a part of the routine, like not providing a towel, to encourage them to use language to solve the situation.



GROCERY SHOPPING

The grocery store is a vibrant classroom full of colors, shapes, and new vocabulary.



- **Naming**: Identify and name various foods and items as you add them to the cart.
- **Communicative Temptations**: Place a favorite food item where they can see but not reach it to encourage asking.
- **Expansions**: When they point out something, expand on it, "Yes, that's a green, crunchy cucumber."
- **Choices**: Offer them the choice between two types of fruit or snacks to add to the cart.
- Let Your Child Lead: Follow their interest if they point out something, and discuss its features.
- **Reducing Questions**: Make observations about the items you're buying rather than asking questions about them.
- **Scripted Phrases**: Use routine phrases like "Into the cart it goes!" when selecting items.
- Imaginary Play: Pretend you're on a treasure hunt for ingredients.
- **Recasting**: Model correct grammar when they talk about the items you're buying.
- Commenting (Sports Commentator Talk): Give a playful commentary on your grocery selection process.
- **Sabotage**: 'Forget' to pick up a staple item to see if your child remembers and requests it.



PARK VISIT

A visit to the park can be an open-air festival of learning and exploration.



- **Naming**: Name the playground equipment and surrounding nature, like trees, flowers, and insects.
- **Communicative Temptations**: Wait at the bottom of the slide or swing and see if your child asks for help to start.
- **Expansions**: When your child makes a comment, expand on it with additional information.
- **Choices**: Let them choose which part of the park to explore first.
- Let Your Child Lead: Encourage them to lead the way and decide on park activities, providing language input as you go.
- Reducing Questions: Comment on their play and the joy of being outdoors.
- **Scripted Phrases**: Use phrases that are associated with the park, like "Time to climb up high!"
- **Imaginary Play**: Create an adventure story as you play, like being in a jungle or on a pirate ship.
- **Recasting**: Echo their sentences correctly if they make language mistakes.
- **Commenting (Sports Commentator Talk)**: Narrate their play as if it's a thrilling sports match.
- **Sabotage**: 'Lose' a ball in a visible but challenging spot and encourage them to problem-solve to retrieve it.



HELPING WITH SIMPLE ERRANDS (E.G., POST OFFICE, BANK)

Simple errands can be turned into interactive lessons in community roles and responsibilities.

- **Naming**: Discuss the places you visit and their functions.
- **Communicative Temptations**: Hold onto a form or a pen and see if they request it to help.
- **Expansions**: Add to their observations by providing more details about the errand process.
- Choices: Offer them a choice of which errand to run first.
- Let Your Child Lead: Let them hand over the mail or insert the bank card, guiding them with language about the process.
- Reducing Questions: Describe what is happening and the purpose of the errand instead of quizzing them.
- **Scripted Phrases**: Use consistent phrases for errands, like "Now we pay at the counter."
- **Imaginary Play**: Imagine you're postal workers or bankers, and discuss what that would entail.
- **Recasting**: When they make errors in their descriptions or questions, recast them in the correct form.
- **Commenting (Sports Commentator Talk)**: Offer a lively narrative of the errand routine.
- **Sabotage**: Pretend to forget how an errand is done and see if they can instruct you.



VISIT TO THE LIBRARY

The library is a treasure trove of knowledge, stories, and a quiet place for learning new words.



- **Naming**: Point out and name the sections of the library, the different book genres, and any features like computers or art.
- **Communicative Temptations**: Show them a book slightly out of reach to encourage them to ask for help.
- **Expansions**: When they show interest in a book, expand on the topic, "This book has dinosaurs, creatures that lived long ago."
- **Choices**: Give them options between various books or library activities.
- Let Your Child Lead: Follow their interests in choosing books or exploring library sections.
- **Reducing Questions**: Talk about the library's rules and the quiet atmosphere.
- **Scripted Phrases**: Use familiar library-related phrases, like "We can find adventure in books."
- **Imaginary Play**: Encourage them to imagine stories beyond what's in the books.
- **Recasting**: Gently correct any language mistakes while discussing books or library features.
- **Commenting (Sports Commentator Talk)**: Quietly comment on the library exploration as if sharing a secret story.
- **Sabotage**: 'Forget' the library card at the checkout and see if your child reminds you.



TRIP TO THE ZOO

A zoo visit can be a fun and educational opportunity to learn about animals and their habitats.



- Naming: Name each animal and describe their features and habitats.
- **Communicative Temptations**: Pause in front of an enclosure and wait for your child to ask or talk about the animal.
- **Expansions**: When they point out an animal, give more information, "That's a giraffe with a long neck to reach high leaves."
- Choices: Offer them the choice of which animal to see next.
- Let Your Child Lead: Allow them to navigate the zoo map and decide the route.
- Reducing Questions: Describe the animals' actions and the sounds they make.
- **Scripted Phrases**: Use consistent phrases at each exhibit, like "Here we see the majestic..."
- **Imaginary Play**: Pretend that you're on a safari, spotting animals in the wild.
- **Recasting**: If they use incorrect words or phrases, recast them in a correct manner.
- Commenting (Sports Commentator Talk): Give an excited commentary on the zoo animals as if narrating a nature documentary.
- **Sabotage**: 'Forget' which way to go to see their favorite animal and see if they can guide you.



STROLL IN THE NEIGHBORHOOD

A casual walk around the block is a great chance to engage with your surroundings and learn.



- **Naming**: Name and talk about what you see: cars, trees, houses, animals, and neighbors.
- **Communicative Temptations**: Hint at spotting something like a bird or flower but wait for them to verbalize interest before showing it.
- **Expansions**: When they comment on a neighborhood feature, add information, "That's Mr. Smith's dog; he's called a Beagle."
- **Choices**: Let them decide which direction to take on a walk or which neighbor's house to visit.
- Let Your Child Lead: Follow their lead if they want to stop and explore something more closely.
- **Reducing Questions**: Share your observations of the neighborhood instead of prompting them with questions.
- **Scripted Phrases**: Use familiar phrases related to walking, like "Left, right, left, right, we march along."
- **Imaginary Play**: Imagine the neighborhood as a kingdom or a space station, discussing what each place could be in the story.
- **Recasting**: If they make a language mistake, recast their sentence correctly in context.
- **Commenting (Sports Commentator Talk)**: Comment on the walk as if it's an expedition, narrating your shared journey.
- **Sabotage**: Pretend to be unsure of the way back home and encourage them to help find the way.



VISIT TO A FARMER'S MARKET

A farmer's market is a sensory and linguistic treat, full of fresh foods and learning opportunities.

- **Naming**: Identify the various fruits, vegetables, and other products on sale.
- **Communicative Temptations**: Show interest in a product but wait for your child to express a desire to explore or purchase it.
- **Expansions**: When they point to an item, describe its taste, texture, and use.
- **Choices**: Ask them to choose between two types of apples or which bread to buy.
- Let Your Child Lead: Allow them to ask the vendors questions about the produce.
- Reducing Questions: Talk about the colors, smells, and sounds of the market.
- **Scripted Phrases**: Use a routine phrase when exploring each stall, like "What fresh goodies will we find here?"
- **Imaginary Play**: Pretend you're gathering ingredients for a feast or a potion.
- Recasting: Gently correct their sentences as they talk about the market items.
- **Commenting (Sports Commentator Talk)**: Give a playful rundown of the market's hustle and bustle.
- **Sabotage**: 'Forget' your shopping list and ask your child to help remember what you need to buy.



PLAYDATE AT A FRIEND'S HOUSE

Playdates are fantastic for social interaction and using language in play.



- Naming: Encourage your child to name their friend's toys and describe them.
- **Communicative Temptations**: Set up a situation where they need to ask their friend for a toy or to play a game.
- **Expansions**: When they talk about what they're playing, expand on their sentences.
- Choices: Offer them options for playdate activities, like playing indoors or outdoors.
- Let Your Child Lead: Let them decide on the games to play with their friend and talk about it.
- Reducing Questions: Describe their interactions and the fun they're having.
- **Scripted Phrases**: Use phrases that are common during play, like "Your turn, my turn."
- **Imaginary Play**: Create an imaginary scenario with their friend, like being on an adventure.
- **Recasting**: Correct any mistakes they make while talking to their friend.
- **Commenting (Sports Commentator Talk)**: Narrate their play as if it's an exciting sports game.
- **Sabotage**: 'Forget' to pack something for the playdate and encourage your child to problem-solve by asking their friend to share or play a different game.

WATER DAY

A water-filled day can splash language development with fun and new descriptive words.

- **Naming**: Discuss everything involved in water play, from the swimsuit to the types of splashes.
- **Communicative Temptations**: Place a water toy nearby but out of reach and wait for them to ask for it.
- **Expansions**: When they talk about the water, add adjectives or action words, "The water is sparkling and cool."
- Choices: Offer them a choice of water activities or toys to play with.
- Let Your Child Lead: Encourage them to tell you what they want to do in the water and describe it.
- **Reducing Questions**: Instead of asking if they're having fun, comment on their joyful expressions and actions.
- **Scripted Phrases**: Use fun, water-related phrases like "Splash time!" or "Let's make a wave."
- **Imaginary Play**: Imagine the pool is an ocean or the sprinkler is a waterfall in a jungle.
- **Recasting**: If they make language errors, model the correct language as part of your water play.
- **Commenting (Sports Commentator Talk)**: Give a lively description of the water play as if it's a water sports event.
- **Sabotage**: Pretend you don't know how to do something like a water game and have your child explain or show you.



NATURE WALK OR PARK VISIT

Exploring nature is a fantastic way to develop language around the themes of environment, animals, and plants.



- **Naming**: Name the plants, animals, and natural features you see on your walk.
- Communicative Temptations: Spot something interesting, like a bird or unusual rock, and see if your child will verbalize curiosity before you explore it together.
- **Expansions**: When they make an observation, add more detail to it, "Yes, the leaves are turning orange because it's autumn."
- **Choices**: Let them choose the path to take or which areas to explore in more detail.
- Let Your Child Lead: Allow them to guide the expedition, following their interests and commenting on them.
- **Reducing Questions**: Narrate your walk, talking about the changes in the season or the weather.
- **Scripted Phrases**: Use phrases that relate to nature exploration, like "Look, what's that over there?"
- **Imaginary Play**: Pretend you're both adventurers or explorers on a mission.
- **Recasting**: If they use incorrect terms or grammar, recast it in a way that incorporates the correct language.
- Commenting (Sports Commentator Talk): Comment on your nature discoveries as if hosting a nature show.
- **Sabotage**: 'Misidentify' a plant or animal and wait for your child to correct you or discuss it further.

