

Successful Starts with a Go Talk

1. Let's keep it really simple – start with choosing 2-5 words on the Go Talk.
2. Next – adjust the way you speak to elicit a response (see examples below).
3. Model – you model both parts on the Go Talk using single words as you speak the sentence.
4. Model
5. Model
6. MODEL!
7. Make it fun and engaging!

Some examples throughout the school day – remember we want to have hundreds of opportunities a day if we are planning for success.

<p>Morning greeting</p> <ul style="list-style-type: none"> • “I like it that you are here.” • “Let’s go to class” • “I had a good night/morning/bus ride?” • “I am not ready/happy today” • “I will help you.” 	<p>Circle Time/Class time</p> <ul style="list-style-type: none"> • “Let’s go” • “Who needs help?” • “Who wants a turn?” • “Do you want to see or not?” • “Should we go or stop?”
<p>Reading a book</p> <ul style="list-style-type: none"> • “What do I have?” • “Should we read or turn the page?” • “Should we do more or stop?” • “Who likes this book?” 	<p>Snack time</p> <ul style="list-style-type: none"> • “Time to go to snack.” • “Do you want help or not?” • “I like your snack.” • “Do you want more or not?”
<p>Gym/Activity time</p> <ul style="list-style-type: none"> • “Let’s go to gym” • “Who wants to?” • “Should we go fast or stop?” • “Who wants to play with?” 	<p>Free play/Free time</p> <ul style="list-style-type: none"> • “What should we play with?” • “Do you want to play with (friend) or not?” • “Who wants a turn?” • “Should we do more or stop?”

Troubleshooting

So they aren't using it –

- How much have you modelled on it? Refer to the Green Duo tang on how much language input children need.
- How much fun is the activity you are doing? Do they want to participate?
- Can they physically access it or is it hard for them to reach it?
- Is it always available or just during activities?
- Are you waiting long enough for them to try and take a turn?

They just keep stinging on it –

- A lot of this is normal – we have put something new in front of them that is easy to hit and get a reaction. Give them time to stim before you begin an activity where you want them to use it.
- Keep modelling and if it continues unchecked implement behavioural strategies. Eg. We will wait until you have quiet hands before we do ... (a really fun activity).