

The Early Communicator Stage

Jake plays physical games like Chase and Tickles over and over again with his parents and his brother. Jake's mother holds him by his shoulders and says, "Ready, set . . ." and then waits for him to look at her and shout, "Go!" to let her know it's time to begin the chase. Mom usually gets tired of the game before Jake does! Sometimes, Jake will start the game with people other than his mother by saying, "Go!" Jake uses a few other words, too. Usually, he asks his mother to open the raisin box by making the "open" hand sign he learned at his preschool, but sometimes he says, "Open."



The Early Communicator can consistently use the same gesture, sound or word to ask for things he likes and to tell you that he wants to keep playing a game after it has started.

Goals for the Child at the Early Communicator Stage

Interaction between you and your child is getting easier and lasting longer, especially in rough-and-tumble games and songs.

Teach your child to take turns consistently with you and other people in physical People Games

Remember Jake, the little boy in Chapter 1, who loves to get chased by his parents? Jake knows that he can start the game by saying, "Go!" after his parents say, "Ready, set . . ."

Encourage your child to initiate some physical games rather than waiting for you to do so

After Jake has played "Ready! Set! Go!" many times with his mother, the next step is for him to initiate the game with his older brother, Jesse. His mother helps by holding on to Jake while Jesse begins to run away. Wanting the game to begin, Jake says, "Ready, set, go!" and then begins the chase.

Encourage your Early Communicator to initiate his favourite games and play with other familiar people besides you.



The game can only start after Jake takes his turn.