NHS
Community Services
Part of University Hospitals Birmingham
NHS Foundation Trust

ACTIVITIES TO DEVELOP 2 KEY WORD LEVEL UNDERSTANDING WITH NAMING WORDS

Before asking the child to carry out these actions, make sure that you have modelled them first.

You will need:
- **Ball, Car, Lorry, Doll, Teddy**

Instruction:
- Give the ball to teddy
- Give the car to dolly
- Give the car to teddy
- Give the lorry to dolly
- Give the ball to dolly

Continue to ask your child to give different toys to dolly or teddy.

You will need:
- **Cars, Trains, Table, Chair**

Instruction:
- Push the car to the table
- Push the lorry to the chair
- Push the train to the chair
- Push the van to the table

Continue with these instructions, asking your child to push the car, bus etc to different places.

You will need:
- **Things to throw (e.g. beanbag, ball, balloon), Teddy, Doll**

Instruction:
- Throw the ball to dolly
- Throw the balloon to teddy
- Throw the beanbag to teddy
- Throw the balloon to dolly

Continue with the instructions changing the object to be thrown and the "person" to throw it to.

You will need:
- **Teddy, Baby, Cake, Icecream, Toast (make sure child knows all of these foods and change them if they don't!)**

First of all, wait for their eye contact then model:
- Let's give teddy some cake
- Let's give baby some ice cream
- Give the toast to teddy
- Give the cake to baby

Continue with this and change the food item and who is eating it

You will need:
- **A sticker (let the child choose this!), you and your child**

Instruction:
- Put the sticker on Mummy's nose
- Put the sticker on Daddy's tummy
- Put the sticker on teddy's hand
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Continue with the instructions changing who the sticker is being put on and the body part of where to put the sticker.

- Feel free to change the objects or characters to make them motivating to the child (e.g they might prefer Spiderman and Peppa Pig rather than baby and teddy).

- Just always make sure that the child has to make 2 choices within the instruction to make it a 2 part instruction e.g by asking the child to give the **cake** to **spiderman**, they are having to make a choice between two foods (e.g cake and ice cream) and two characters (e.g spider man and peppa pig).

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