



## **Social Communication: Social Interaction 2 [SI2]**

**During face-to-face games, physical activities, or routines, after a brief pause child shows wanting the game to continue.**

### **Purpose**

- To help your child learn to look at you and/or say a sound or word(s) or make a gesture to let you know that s/he would like you to keep a fun game or routine going.

### **Description**

This occurs when the child is engaged in a game or routine with another person, and that person stops the activity. Then, the child uses some form of communication, potentially gestures, vocalizations, verbalizations, or gaze, to indicate that they want more of the game or routine. A signal for continuation after a brief pause shows that the child is beginning to understand that his/her actions can influence the actions of another person.

- Child reaches toward bubbles or mimics blowing action when adult pauses while blowing bubbles
- Child vocalizes or makes bouncing action during horse game when adult pauses after saying "ready, set..."
- Child signs 'more' when adult stops in the middle of singing a favorite song

### **Activities**

- *At the Park:* During peek-a-boo, tickling, or swinging, pause in the middle of the activity and wait to encourage your child to look at you, vocalize, use a word, or gesture to tell you that they want to keep playing.
- *At Home or out for a Walk:* Songs with actions (examples: Itsy Bitsy Spider, Ring-around-the-Rosie, Pattycake, etc.). Try playing or singing song twice to engage your child. Then,



start the song a third time, but stop and pause in the middle. If your child looks, speaks, or gestures to request that you continue, resume the song.

- *Bath Time*: Try starting a splashing game, then pausing to see if your child will show that they want you to keep splashing with him/her.
- *Dressing*: Try starting a game of peek-a-boo, then pausing to see if the child will ask to keep playing.
- *Meal Time*: Try face-to-face games or songs, pausing part way through
- *Playtime*: Try dancing with your child to her favorite music, then pausing the music to see if she will ask you to continue the activity.

### Strategies

- *Wait with anticipation* – pause before child’s favorite activity (e.g., tickles) and use facial expressions and gestures to show that you are expecting your child to make the next move and ask for more.
- *Play face-to-face games without toys* – sometimes toys/objects can distract children from interacting socially. Teach your child that you are the source of a fun social interactions by playing silly animated games without toys. You can add variations on the activity to keep it interesting (e.g., change the words of a song).

### Suggested Toys

- Bubbles
- Toy foods
- Wind-up toys
- Spinning toys
- Toy animals/dinosaurs

### Goal Mastery

An ASAP Goal is mastered if your child meets ALL of the following criteria:

- Shows the skill at least three times
- Shows the skill during different activities or in different settings such as during snack time, during playtime, or at the grocery store.
- Shows the skill with minimal help or support from an adult