



Social Communication: Social Interaction 4 [SI4]

Child initiates familiar games or routines

Purpose

- To encourage your child to show you that s/he wants you to play a familiar game with him/her.

Description

This occurs when a child uses some type of action to begin a preferred game or routine. The action could be a gesture, vocalization, verbalization, or an action that is utilized in that specific game or routine. Initiation of a familiar game or routine after at least 5 minutes shows that a child is beginning to develop preferred games and routines, recognizes the need for another person in those games or routines, and can recall the games or routines outside of the immediate context.

- Child puts blanket over the head of an adult to initiate the peek-a-boo game.
- Child reaches up to adult to play “three, two, one blast-off” game.
- Child holds adult’s hands and hums to start “Ring-around-the-Rosie”.

Activities

- *Outside:* Swinging and Ring-around-the-Rosie are good opportunities to practice this skill. You can also try blowing bubbles - leave the bubble jar somewhere your child may see it and bring to you to initiate bubbles
- *Playtime:* Try playing Peek-a-boo. You can also try rolling a ball back and forth – leave the ball somewhere your child may see it and bring to you to initiate game. You can try crashing into a pillow pile or playing tickle/chase



- *Dressing*: Play peek-a-boo with a shirt, or have a familiar blanket that you play peek-a-boo nearby
- *Around the house*: Any time during the day when you routinely play or sing songs with your child: dressing, bed time, play time, bath time, parent arriving home from work, visits to the park

Strategies

- *Be more interesting than your child's distractions* – arrange the environment so that distractions are minimal (e.g., not as many toys around, no TV noise in the background). Use faces, sounds, and gestures to draw your child's attention to you.
- *Arrange environment to include items that are part of an interactive game* – place items involved in a social game that you and your child play (i.e., blanket for peek-a-boo or burrito game) in the environment for your child to bring to you to initiate the game
- *Wait with anticipation* – use facial expressions and gestures to show that you are expecting your child to start a social game

Suggested Toys

- Ball
- Spinning toys
- Stuffed animals
- Toy animals/dinosaurs
- Transportation toys

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