



Social Communication: Requesting 3 [RQ3]

Child gives object to show
request for help

Purpose

- To help your child learn to hand objects to you to let you know that s/he needs help with the object.

Description

This occurs when the child is having difficulty with a task (e.g., operating a toy) and gives an object to another person to get help. Giving or request help shows that the child is beginning to understand that other people can help with difficult tasks, and that s/he can communicate to get help.

- Child gives another person a closed bottle of bubbles so the bubbles are opened.
- Child gives another person a juice box to get assistance putting the straw in.
- Child pushes the ends of his/her coat towards another person to get help with zipping the coat.

Activities

- *Playtime - bubbles:* If your child has difficulty opening containers with twist tops, give him/her the bubble wand and a container of bubble 'juice' with a tightly fitting lid.
- *Art/Crafts:* Give your child a piece of paper and a container of markers with difficult to open lids.



- *Playtime - toys:* Give your child an unopened toy in its packaging that s/he will need assistance unwrapping or keep a few favorite toys in containers that your child needs help to open.
- *Electronics:* Give your child an electronic toy (e.g., iPad, game, car) that s/he is unable to turn on without your help.
- *Meal Time:* Give your child food in containers that s/he can't open. For example, give your child grapes in a container that has a screw-on top or give an unopened juice box with a straw in a plastic sleeve.

Strategies

- *Give your child opportunities to ask for help* – When you know your child is trying to do something that he/she has not been able to do in the past, instead of jumping in and helping right away, pause and make faces and gestures that encourage your child to ask you for help.
- *Wait with anticipation* – Demonstrate that you are waiting for your child to ask for help. For example, make faces and hold your hand out to encourage your child to give you the object to get your help.
- *Use follow-in directives* – Using your child's interests and/or items your child is playing with, direct your child to give an item to you and/or another person in order to get help.

Suggested Toys

- Craft supplies
- Wind-up toys
- Bubbles
- Dolls/action figures

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