



Social Communication: Requesting 4b [RQ4b]

Child points to nearby objects to request them

Purpose

- To teach your child to request objects that are nearby by pointing to them.
- To help your child use pointing to let you know that s/he needs your help.

Description

This occurs when the child points to a nearby object to indicate that s/he wants the object. Nearby is defined as being within reach. Pointing to a nearby object as a form of requesting shows that the child is beginning to understand that another person can help him/her to get a desired item, and s/he can communicate his/her desires by pointing.

- The child points to the hat that s/he wants while playing dress-up.
- The child points to the shovel while playing at the sensory table so s/he can dig in the sand.
- The child points to the snack that's s/he wants during lunch.

Activities

- *At the Store:* While shopping at a store, ask your child which item s/he likes. Wait for him/her to point to the object. Make sure your child is close to the object and reinforce their pointing by smiling, saying the name of the object, and giving it to them.
- *Meal Time:* Take your child to the refrigerator, open the door, and ask what he/she wants. You can also model pointing and say "The yogurt or the cheese?"



- *Playtime:* Roll a ball back-and-forth with your child several times. Then, hold the ball and wait for your child to point to the ball to request that you pass the ball back to him/her. Encourage and model pointing to the ball. Store favorite toys in clear containers so that your child can see them but cannot reach them. Wait for your child to point to the container as a request to open it. If they reach instead of point, model pointing for them.
- *Outside:* When you see favorite animals, people, vehicles or plants while walking outside, get on your child's level and model pointing at them when they are close to you (3 feet away or closer).

Strategies

- *Place preferred items out of reach* – Arrange environment so that preferred toys or snacks are within view, but slightly out of reach for your child, then provide your child with the item when he or she points to it.
- *Wait with anticipation* – Demonstrate that you are waiting for your child to ask for something. For example, make faces and look towards the nearby object.
- *Model pointing* – When your child reaches for a preferred item out of reach, show him/her how to point and encourage him/her to imitate you. Or have others model pointing – sitting at the table an adult or sibling can point to a food item and say, “Give me the apple” and someone can hand it to them.
- *Use interest-based directives* – Using your child's interests and/or items your child enjoys, direct your child to point to such items to request them from you and/or another person.

Suggested Toys

- Craft supplies
- Sand toys
- Toy foods
- Dress up clothes
- Kitchen toys
- Puzzles

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