



Social Communication: Requesting 5b [RQ5b]

**Child points to more distant
objects to request them**

Purpose

- To help your child use pointing to let you know that s/he needs your help with toys/objects that are out of reach.

Description

This occurs when the child points to a distant object to indicate that s/he wants the object. Distant is defined as being out of reach. Pointing to a distant object as a form of requesting shows that the child is growing in his/her understanding that another person can help him/her to get a desired item, and s/he can communicate his/her desires by pointing. Also, the child is furthering his/her understanding that pointing can reference objects that are farther away.

- On the playground, the child points to request the frisbee that is stuck in the tree
- The child points to request a toy that is located on a high shelf
- At circle time, the child points to request which center they want to play in

Activities

- *Playtime:* Move a few of your child's toys to a location where s/he cannot reach them. For example, put the child's toys up on a shelf. Wait for your child to point to request your help with getting a specific toy off the shelf. If your child reaches instead of points, model pointing and see if your child will imitate you.



- *Shopping:* If you have your child at the grocery store seated in a shopping cart, ask your child “Which juice do you want?” then wait for your child to point to the juice on the shelf. You can do this with a variety of items.
- *Snack Time:* Hold up two food options well above child and say “Do you want cookies or crackers?” and encourage child to point to the one desired.
- *Bath Time:* Have a small bucket of bath toys, holding it out of reach, ask your child which one he/she wants and wait for your child to point to the one wanted. While nearing the end of bath time, place two different towels or pajamas on counter. Ask “Which towel/pajamas do you want?” and wait for your child to point to the one wanted.
- *Books and DVDs:* When deciding between books or DVDs that are in a case or on a shelf, ask your child, “Which book/movie do you want?” then wait for him/her to point to the specific book or DVD.

Strategies

- *Place preferred items out of reach* – arrange the environment so that preferred toys and snacks are within view but slightly out of reach for your child, then provide your child with the item when he or she reaches for it
- *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 follow-in directives* – using your child’s interests and/or items your child enjoys playing with that are out of reach, direct your child to point to the items in order to request from you and/or another person

Suggested Toys

- Ball
- Sand toys
- Craft supplies
- Dress up clothes
- Musical instruments

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