

PLAY-DOH

Everyone loves Play-Doh! It is fun and there is so much to say while you play. Get creative or just enjoy the feeling of the playdoh between your fingers. Make sure to read the Tips to Engage, Expand, and Succeed for other ideas to incorporate additional core words and more language.

CORE WORDS

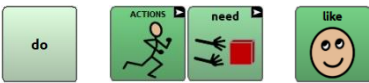
Can	I
Cut	It
Do	You
Give	What
Help	Cool
Like	Great
Look	Pretty
Make	Yummy
Open	Colors

MATERIALS

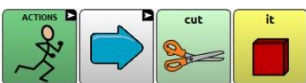
Play-Doh	Child
Kitchen toys	You
Animals	AAC Device
Other toys as needed	

Model It on the AAC Device

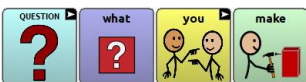
One Word:



Two Words:



Three (+) Words:



Active with AAC

Reasons to Communicate	One Word	Two Words	Three (+) Words
Getting Wants/Needs Met (requesting objects/activities/ permission/attention, etc., directing action/to stop, request help)	Open Help Need Give More Do I Look	Open it Give it You do Cut it Want it I want Cut that More that	Help open it You open it You cut it Can you help? Can you do it? Make more that Make it big(ger) I need more
Exchange Information (share and show objects, confirm/deny, request information, etc.)	Help Look Make/made Like What Feel Think Cut Do/did Colors (e.g. red)	Help me I help Look it I make/made I like What is I think I do/did You cut What that Here is	What you make? What is it? I like it Look it big Is it good? I do/did it Do you need more? I think it good It needs more I made XX It feels good
Social Closeness/Etiquette (greet, take turns, comment, etc.)	Like Cool Fun Great Yummy I You Turn Do	Like that That cool I like That yummy My turn I do That good I love That funny	You did it I like that That is great That is cool It is yummy It is pretty I will do it You do it It's my turn

Tips to Engage, Expand, and Succeed:

- Let your imagination run wild! You can pretend to cook, make animals, make a town, or a race track. There is so much to do with Play-Doh. If you make foods or animals, you could use the **Groups** page to focus on some of that fringe vocabulary. There are pages for animals, foods, etc.
- Looking for ways to incorporate some basic concepts? You could make **big** and **little** versions of something. Take turns hiding a Play-Doh animal, when you find it you have to say where it is. Is it **on** the shelf? **In** the box? **Out** of the room? **Under** the chair?
- Don't anticipate all the needs of the client. Wait for the client/child to ask for help to open the Play-Doh jar. Do not help them make an animal/food/etc. until they ask for help.
- Whatever you play, keep it natural. Did you make Play-Doh food? Pretend to eat. Was it good/yummy? Was it hot? Did you make an animal? Where is the animal going? Is it a nice or scary animal? Just relax and play without forcing communication or asking too many "What's this"-type questions.

