

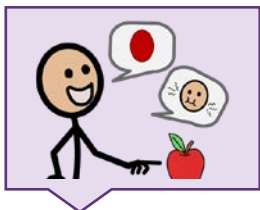
Let's teach eat

As long as the learner is able to **EAT**, it is typically considered among the top activities that he/she enjoys. **EAT**ing is a part of everyone's life and it typically happens multiple times through the day. We start the day by **EAT**ing breakfast, sneak in a snack, **EAT** lunch, sneak in a snack, and then **EAT** dinner. We also have things we like to **EAT** and things we do not. As such, there are endless ways to practice using and learning about the word **EAT**. Here are a few ideas below.



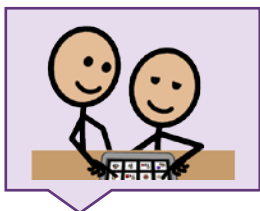
FIND

Find the word in the vocabulary. **EAT** is a verb, so it will typically be a green word. It is often located on the home page of many vocabularies. If you can't find **EAT**, use the Word Finder feature to learn where it is. If it is not in the vocabulary, you may want to add it.



INTRODUCE

Use **EAT** in context and try to explain it at the learner's level. Modeling, touching the word in the vocabulary as you say it, may help. Here's an example: "**EAT** is what we do with food. We **EAT** when we feel hungry. I like to **EAT** bananas. You like to **EAT** popcorn."



MODEL

Model the word throughout the day, touching **EAT** in the vocabulary anytime you say it.

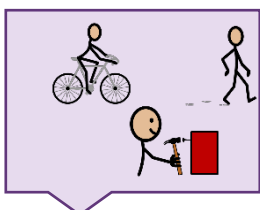
"Time to **EAT**."

"What do you want to **EAT**?"

"Let's **EAT** first and then we can play."

"Where do you want to **EAT**?"

"You'll feel better after you **EAT** something."



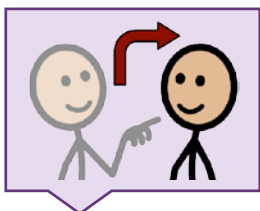
ENCOURAGE

Create activities to provide lots of models and practice with **EAT**.

Book: *The Very Hungry Caterpillar*, by Eric Carle. Introduce the past tense **ATE**, or change it to the present tense **EAT**.

Song: "Apples & Bananas"

Activity: Help Cookie Monster **EAT** cookies



EXPECT

Create opportunities for the learner to say the word. Make sure to wait and look at them so they know it is expected.

Meal Time: Introduce "Today we will **EAT**...," ask "What do you want to **EAT**?" Expect, "I (want) **EAT** ____"

Write: Using the sentence starter "I like to **EAT**...," write a story about the learner's preferences. Use the Save Message feature.