

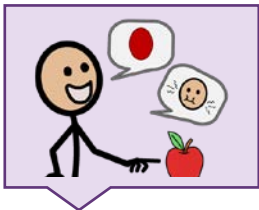
# Let's teach get

**GET** is on the Dolch Early Sight Word list and is also in many top core vocabulary lists, meaning it is used a LOT! **GET** can be a great way to provide the learner with a way to ask for items or direct action. Part of what makes **GET** so popular is that it pairs nicely with LOTS of different words. When used with a preposition or adverb, it can change the meaning of the word. Here are a few examples, **GET** mom, **GET** me, **GET** going, **GET** up, **GET** across, **GET** along, **GET** away, **GET** down, **GET** on, **GET** out of, **GET** over, **GET** by, **GET** at, etc.



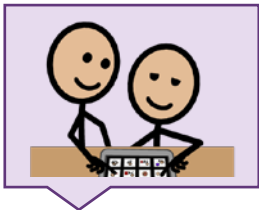
## FIND

Find the word in the vocabulary. **GET** is verb, so it will typically be a green word. It may be located on the home or "actions" page of many vocabularies. If you can't find **GET**, 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 **GET** 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: "**GET** means to do something so I can have something. Watch me **GET** the ball. I do this (reach), so I can have the ball. **GET** can also mean to be go or move, like **GET** up."



## MODEL

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

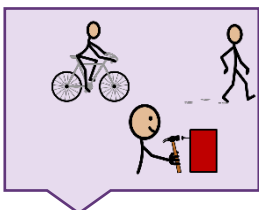
"Time to **GET** up."

"Let's **GET** going."

"Can you **GET** that for me?"

"**GET** out of town!"

"**GET** over it."



## ENCOURAGE

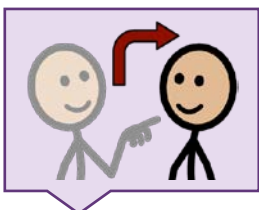
Create activities to provide lots of models and practice with **GET**.

Gross Motor: Use **GET** during movement activities, "**GET** in/out, **GET** on/off, **GET** up/down."

Game: Races using "On your mark, **GET** set, go!"

Song: **GET** Up & Dance with me, Walk the Moon, "clean version"

Activity: Play chase or tickling using "**GET** you/**GET** me."



## EXPECT

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

Move objects out of the learner's reach, model "I can **GET** it for you if you need. Just let me know."

Start by tickling or chasing the learner, saying "I am going to **GET** you." Stop & wait for the learner to show he/she wants more or says "**GET** me."



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