

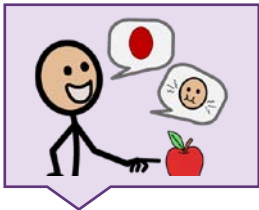
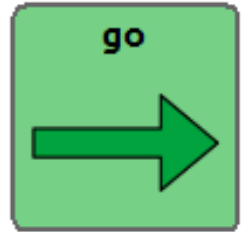
# Let's teach go

Who doesn't love to **GO**? Whether you can crawl, walk, or move in a wheelchair, most people enjoy movement. In a given day, think about all the places you **GO**, from the time you wake up until the time you **GO** to bed. We **GO** to the bathroom, **GO** to the kitchen to eat, **GO** to the car to **GO** to work or to school, **GO** inside to the classroom, **GO** to the desk...the list **GO**es on and on. We also use the word **GO** to initiate action and/or activities. What a powerful word to help control your environment. Imagine the possibilities!



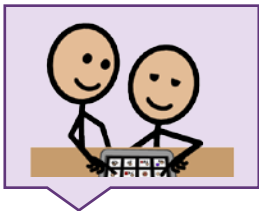
## FIND

Find the word in the vocabulary. **GO** is verb, so it will typically be a green word. It is often located on the home page or "actions" page of many vocabularies. If you can't find **GO**, 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 **GO** 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: "**GO** means to move to a place. We can **GO** over here. We can **GO** over here (while physically moving with the learner)."



## MODEL

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

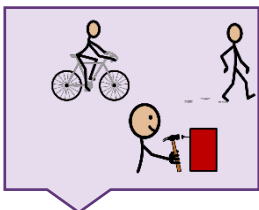
"**GO** away."

"Let's **GO** eat."

"Do you want to **GO** play outside?"

"What time should we **GO**?"

"Are you ready to **GO**."



## ENCOURAGE

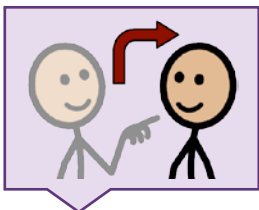
Create activities to provide lots of models and practice with **GO**.

Book: **GO** Away Big Green Monster, by Ed Emberley

**GO**ing on a Bear Hunt, by Michael Rosen & Helen Oxenbury

Song: Let it **GO!** from Disney's Frozen

Activity: Scooter races, take turns telling people when to **GO!**



## EXPECT

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

Before any movement activity (swinging, jumping) look and wait for the learner to initiate action by saying **GO!**

Write a story about places the learner likes to **GO**. Use the Save Message feature to store the messages for later retell.