

# Let's teach put

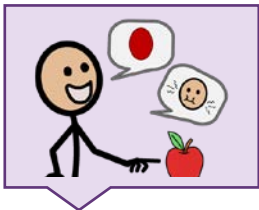
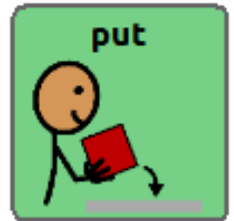
**PUT** away your toys! I am sure you have said this more than once, which means the learner has heard this more than once.

The word **PUT** is a very common, and very powerful word. It gives you control to direct others regarding where things should go (e.g., **PUT** it over there), as well as help you comment on what you have done (I **PUT** it next to the bench). Start thinking about times when the learner may want to direct, control, or comment using the word **PUT**.



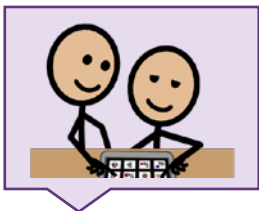
## FIND

Find the word in the vocabulary. **PUT** is a verb, so it will typically be a green word. It is often located on the "ACTIONS" page of many vocabularies. If you can't find **PUT**, 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 **PUT** 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: "**PUT** means to set or place something. It is where you want it to go. For example, I can **PUT** this toy down. I can **PUT** you here."



## MODEL

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

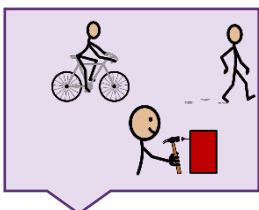
"**PUT** it away."

"I **PUT** it by the table."

"**PUT** it in the last puzzle piece."

"You can **PUT** the horse in the barn."

"**PUT** me down."



## ENCOURAGE

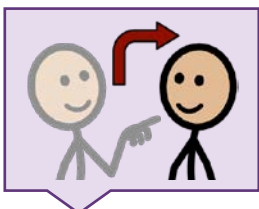
Create activities to provide lots of models and practice with **PUT**.

Book: **PUT Me in the Zoo**, by Robert Lopshire

Snack: Make something that requires you to **PUT** on different things (e.g., Gingerbread house, heart sugar cookies)

Song: Change it to "Who **PUT** the Cookies in the Cookie Jar?"

Game: Take turns **PUTTING** things into "Ned's Head"



## EXPECT

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

Write a story using the sentence structure "**PUT** me in...I can..." along with "Save Message" feature on Stories & Scripts

Play a barrier game. Have the learner give you instructions re: what/where to **PUT** things (e.g, **PUT** bird on tree; **PUT** up.)