

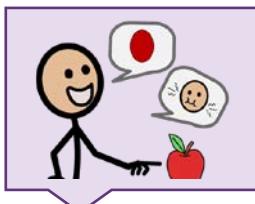
# Let's teach take

Defining the word **TAKE** maybe a little tricky, but you will quickly realize that we use the word in a lot of common sayings: "It **TAKES** two, **TAKE** your pick. **TAKE** a look. **TAKE** action. **TAKE** after someone. **TAKE** apart. **TAKE** away. **TAKE** back. **TAKE** down." The list continues. In fact, a quick dictionary search will provide 40 different possible meanings of the word **TAKE**. What should this tell us? **TAKE** is a very important and frequently used word. When do we use the word **TAKE** with the learner. Which use will make most sense to him/her?



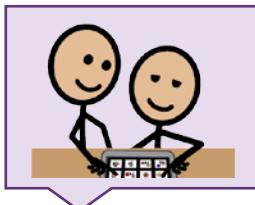
## FIND

Find the word in the vocabulary. **TAKE** 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 **TAKE**, 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 **TAKE** 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: "**TAKE** means to grab or get something. You can **TAKE** one of these candies. You can also **TAKE** a turn."



## MODEL

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

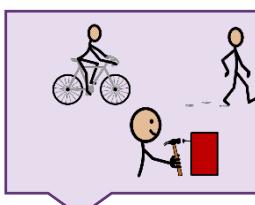
"**TAKE** out the trash."

"**TAKE** a seat."

"**TAKE** a turn."

"**TAKE** whichever one you want."

"**TAKE** my picture."



## ENCOURAGE

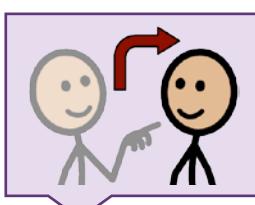
Create activities to provide lots of models and practice with **TAKE**.

Book: *Don't **TAKE** your Snake for a Stroll* by Karin Ireland

Activity: Go on a scavenger hunt or nature walk and **TAKE**

pictures of everything you see. **TAKE** one of things you see.

Song: **TAKE** me out to the Ballgame.



## EXPECT

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

Have the learner pass out supplies. He/she can direct others to "**TAKE** one" or "**TAKE** it"

When adding pictures to the device, have learner ask others, "May I **TAKE** your picture?"