

Ready, Steady, Go games (SEND)

Learning to wait and to take turns are skills that take time. The waiting time has to be minimal to keep the child interested.



Games to help learn:

- Rolling and kicking a ball.
- Marble runs.
- Rolling cars.
- Bubbles.

Tips and advice:

- Be at the child's level.
- Make sure you are face-to-face.
- Model the words 'Ready, Steady, Go' before the action.
- Encourage your child to request for the game by asking, 'More', 'Again', signing or pointing.
- Pause before you say 'Go!' to build up your child's anticipation.
- Wait for the child's message and then repeat the game.