

- End the game in the same way - decide what word and action you're going to use to end the game. It might be "finished" with the Makaton sign, or "all done". Think about the word, phrase or gesture the child understands to indicate something is ending. If they don't have that understanding yet then plan ahead and decide on a word and gesture you're going to use.

Useful Links:

<https://www.youtube.com/watch?=y9vxv4E8wGM>

[https://www.youtube.com/watch?v=Gnd7joNP\\_gl](https://www.youtube.com/watch?v=Gnd7joNP_gl)

<https://www.youtube.com/watch?v=kJc0ZohTpMI>

[https://www.hanen.org/SiteAssets/Helpful-Info/Articles/peoplegames-handout\\_1-0-1.aspx](https://www.hanen.org/SiteAssets/Helpful-Info/Articles/peoplegames-handout_1-0-1.aspx)

<http://www.hanen.org/Helpful-Info/Articles/R-O-C-K--in-People-Games--For-Children-with-ASD-or.aspx>

People games are a recommended strategy for children with a range of communication needs including language delay, Autism Spectrum Disorder (ASD) and Developmental Language Disorder (DLD).



Early Years Specialist Teachers  
Ifield Smile - Specialist Teaching and Learning Service  
Cedar Federation  
Ifield School,  
Cedar Avenue,  
Gravesend  
DA12 5JT

Tel: 01474 536924



Gravesham Early Years Specialist Teaching & Learning Service

## Joint Attention

Joint attention is the ability to focus on the same thing (object, person, event) with another person. This means that three parties are involved in joint attention, the child, the object of focus and another person.

Therefore in order for joint attention to happen, the child needs to be able to gain, maintain, and shift his attention.

## People Games



## What are people games?

People games ideal as an introduction to play skills.

They build a child's curiosity, inquiry and creativity as the child begins to explore where other people or toys have gone during peek-a-boo or hide and seek games.

They encourage communicate skills including offering eye contact, taking turns in play and learning how to communicate when a child wants to play again, or have had enough play.

They an awareness that play and interacting with others can be fun.

They support relationships and emotional well-being

They promote engagement and communication skills

## Why are people games so great for communication and interaction?

There are lots of opportunities for a child to take a turn as they are repetitive and predictable.

A child is more likely to communicate because these games are motivating for the child.

A child can learn to copy what you do because you are repeating the same thing each time.

## What is an example of a people game?

Tickling

Chasing

Spinning/twirling

Peekaboo

Up & down games

Songs with actions: e.g. "Pat a cake" "Round and round the garden" "Incy wincy spider" "This little piggy went to market" "Row row row the boat" "Wheels on the bus" "If you're happy and you know it"



- **Give the game a name** - use this same name each time you play the game. It's important that everyone uses the same name to help the child to understand the word, and predict what's going to happen next.
- **Start the game in the same way** - think of a word and a gesture you're going to use each time you start the game. This will become familiar to the child the more you play it. It will help them to anticipate what to do next. It will also give the child something to copy and a way of asking for the game.
- Plan a turn for the child - before you play the game, work out what you want

the child to do in the game. It might be for them to show you they want more of the game, or that they're going to do an action in the game.

- Help the child to take their turn - Some children will know what to do next in the game, but other children might need a specific opportunity or cue. They might need hand-over-hand support to show them what to do. You might need to pause in the game in order to give the child a turn, so plan this in advance. Always offer the same turn at the same point in the game, to help the child predict what to do. If they don't respond to these opportunities just keep the game going and offer them again.
- Keep it going in the same way - the longer you play the game the more chances you are giving the child to take turns and communicate. Keep it fun by using an animated voice and facial expressions. Carry out the people game in the same way each time, offering the same turns and using the same words.