

# CAUSE AND EFFECT

**In order to communicate we need to understand how to make things happen**



- Choose toys that need switches to activate them, or that make sounds or movements (e.g. jack-in-the-box, pop-up farm)
- Use your child's vocalizations. When he makes a sound (even if this is not purposeful) give him a toy, food, and so on. See if he starts to realize that sounds can be used to communicate with people
- Play a game with a doll. Pretend the doll is asleep. Say "Shh ... dolly's asleep." Then model getting close to the doll and saying, "Boo!" Make the doll jump up and act frightened. Then she goes to sleep again. Can you get your child to say 'Boo!' (or any sound initially) as the trigger to wake up the doll?
- Build a tower of bricks and wait for your child to make a sound before the teddy knocks it down. You could also use this idea with toy cars going down a ramp, or with you kicking a ball

