

## One Information Carrying Word (ICW)

- Suggest to child you would like a **drink** or individual items of food e.g. **ice cream, sandwich**.
- Using a Teddy say, "Teddy wants a **drink**" or, "Teddy wants some **dinner**".
- Using a Dolly say to the child "Dolly needs a **sleep**", "Dolly wants to **dance**", or "Dolly wants to **jump**".
- Ask the child to put individual items into the washing machine e.g. **socks, jumper** or **dress**.
- Using a Teddy, ask the child to wash Teddy's **nose, eyes** or **feet**.



## Language work can be fun!

But remember:

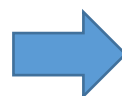
- I may respond better if you join me in my preferred areas of provision.
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*Let's play and listen together in the home corner*



## Two Information Carrying Words (ICW)

- Choice of Teddy and Dolly and choice of body parts. Ask child to tickle **Dolly's nose** or tickle **Teddy's tummy**.
- Choice of Teddy and Dolly and a choice of actions e.g. jump, sleep. Say to the child, "**Teddy** wants to **jump**" or, "**Dolly** needs a **sleep**."
- Choice of Teddy and Dolly and choice of food items e.g. juice, cake or biscuit. Say to the child, "**Dolly** wants some **apple**," or, "**Teddy** needs a **drink**."
- Play a shopping game. Choice of two items e.g. box / basket and objects e.g. apple / banana. Suggest the child puts the **apple** in the **box** or put the **banana** in the **basket**.



## Three Information Carrying Words (ICW)

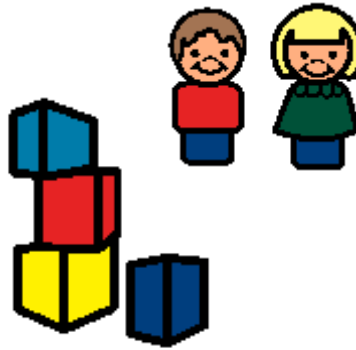
- Choice of Teddy and Dolly, choice of objects, e.g. table, chair, bed and choice of action e.g. jump, sleep, run and dance. Playfully say, "**Dolly** wants to **jump** on the **table**" or, "**Teddy** wants to **dance** on the **bed**".
- Choice of Teddy and Dolly, 2 plates, 2 cups and 2 bowls and a choice of food items e.g. apple, cake or banana etc. Ask child to put the **apple** in **Teddy's bowl** or put the **banana** on **Dolly's plate**.
- Play shopping game. Choice of Teddy and Dolly, 2 boxes and 2 baskets and food items e.g. grapes, bread or orange. Say, "**Teddy** wants some **grapes** in his **box**" or to put the **bread** in the **Dolly's basket**.
- Play a washing game. Choice of Teddy and Dolly, 2 sets of clothes e.g. jumpers, socks, trousers, a washing machine and a washing line. Request child to put the **Dolly's trousers** on the **washing line** or, say "**Teddy's socks** need to go in the **washing machine**".



**Derbyshire Language Scheme 1-3 word level activities – refer to SALT toolkit for more info**

### One Information Carrying Word (ICW)

- Ask the child where the **plane, car, bus** or **boat** is.
- Using an animal or play person say to the child, "Dog wants to **jump**," or, "Dog needs a **sleep**."
- Choice of animals. Playfully build a tower and knock it down. Rebuild the tower and suggest the child gets the **tiger** to knock the tower down or the **horse** to knock the tower down.
- Using animals, offering an open hand ask the child to give you the **cow, pig** or **dog**.
- Using an animal ask the child to find the animal's **feet, nose** or **tummy**.

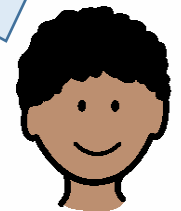


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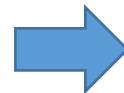
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*Let's play and listen together in the construction/small world area*



### Two Information Carrying Words (ICW)

- Choice of play people; **Mummy, Daddy** or **baby** and a choice of vehicles: **car, boat, train** or **plane**. Ask the child to put **Mummy** in the **car** or say, "Baby wants to go in the **boat**".
- Choice of animals: **cow, sheep, dog** or **cat** and a choice of actions: **dance, run, jump** or **sleep**. Ask the child to make '**cat jump**' or '**dog sleep**'. Suggest the **sheep** wants to **dance** or say, "Dog wants to **jump**."
- Choice of Duplo or play people: **Mummy, Daddy** or **baby** and a choice of objects: **brick, car, ball** or **plane**. Ask the child to give **Mummy** the **ball** or suggest that **baby** would like the **brick**.
- Choice of containers: **box, basket** or **bag** and a choice of objects: **truck, brick, car** and **helicopter**. Ask the child to put the **car** in the **box** or to put the **helicopter** in the **baa**.



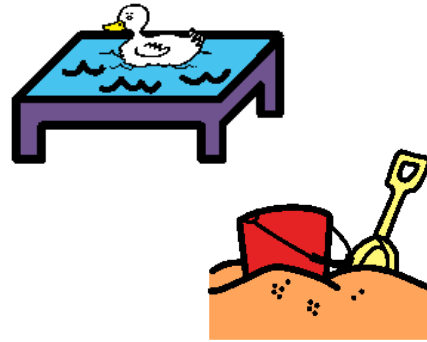
### Three Information Carrying Words (ICW)

- Play a car washing game. Choice of **Teddy** or **Dolly**, 2 **cars** and 2 **trucks**, a cloth and a choice of car parts: **door, wheel, roof** and **lights**. Ask the child to wash the **door** on **Dolly's Truck** or suggest the **lights** on **Teddy's car** need washing.
- Play a farm game. Choice of **field** or **barn**, a choice of farm animals: **cow, duck, pig** or **sheep** and a choice of actions: **run, jump, dance** or **sleep**. Say, "**Pig** needs a **sleep** in the **barn**," or suggest the **duck** wants to **dance** in the **field**.
- Play a sharing game. Choice of **children**, choice between a **ramp** and a **tube** and a choice of vehicles: **car, truck** and **bike**. Ask the child to send the **car** down the **tube** to **Aaryan**, or to send the **bike** down the **ramp** to **Gracie**.
- Choice of **Teddy** and **Dolly**, both with a tower of bricks, a choice of play people: **Daddy, Mummy** or **baby** and a choice of actions: **sleep, jump, dance** or **sit**. Ask the child to make **Mummy sit** on **Dolly's** tower or playfully say, "**Daddy** wants to **jump** on **Teddy's** tower".

Derbyshire Language Scheme 1-3 word level activities – refer to SALT toolkit for more info

## One Information Carrying Word (ICW)

- Ask the child where the **spade, bucket** or **jug** is.
- Play a hiding game in the sand using Duplo people and say, "Where's **Mummy** gone?" or, "Can you find **baby**?"
- In the water using an animal ask the child to make the animal **jump, splash** or **swim**.
- Play a fishing game in the water, ask the child to catch the **fish, duck** or **frog**.



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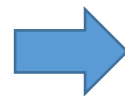
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*Let's play and listen together in the sand/water area*



## Two Information Carrying Words (ICW)

- Choice of animals: **elephant, lion** or **giraffe** and a choice of actions: **run, jump** or **dance** and make footprints in the sand. Ask the child to make **elephant run** in the sand or suggest **lion** would like to **jump** in the sand.
- Choice of play people: **Mummy, Daddy** and **baby** and a choice of actions: **swim, splash** or **paddle**. Ask the child to make **Daddy splash** or say, "Can **Mummy swim**?"
- Choice of **sand** and **pebbles** and choice of **truck** and **bucket**. Ask the child to put the **sand** in the **truck** or say, "Let's put the **pebbles** in the **bucket**".
- Play a sharing game. Choice of **children** and a choice of toys: **boat, sponge** or **jug**. Ask the child to give the **jug** to **Reuban** or say, "**Mohammad** wants the **boat**."



## Three Information Carrying Words (ICW)

- Play a fishing game. Choice of play people; **Mummy** and **Daddy, 2 fishing nets, 2 jugs, 2 buckets** and different water creatures e.g. **duck, fish** or **crab**. Ask the child to catch the **duck** in **Mummy's jug** or say, "Can **Daddy** catch the **fish** in his **bucket**?"
- Play a washing game. Choice of animals e.g. **pig, cow** or **sheep**, a **flannel** and **towel** and a choice of **body parts**. Ask the child to **wash** the **cow's nose** or suggest they **dry** the **sheep's feet**.
- Play a sharing game. Choice of **children** and 6 to 8 toys e.g. **bucket, sieve, spade, car** or **truck**. Ask the child to give **Tommy** the **spade** and the **car** or say, "**Anya** would like the **bucket** and the **truck**."
- Choice of **children, sand** and **pebbles**, a **truck** and a **digger**. Ask the child to put the **pebbles** in **Peter's digger** or say, "Let's put the **sand** in **Lucy's truck**".

Derbyshire Language Scheme 1-3 word level activities – refer to SALT toolkit for more info

## One Information Carrying Word (ICW)

- Ask the child where the **bike**, **ball** or **slide** is.
- Play a hiding game. Ask the child to find **Theo**, **Poppy** or **Dylan**.
- Play an action game, ask the child to **jump**, **run** or **dance**.
- Play a stop/go game. Whilst running ask the child to **stop** or **go**.



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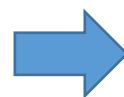
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*Let's play and listen together in the outside area*



## Two Information Carrying Words (ICW)

- Play an action game. Choice of large objects or area e.g. **tyre**, **grass** or **logs** and a choice of actions: **run**, **jump** or **dance**. Ask the child to **jump** on the **logs** or suggest they **dance** on the **grass**.
- Play a throwing game. Choice of **ball** or **bean bag** and a choice of **children**. Ask the child to throw the **ball** to **Katie** or say, "George would like the **bean bag**."
- Play a game involving a choice of **bike** or **pushchair** and a choice of **dolly** and **teddy**. Ask the child to put **dolly** on the **bike** or **teddy** in the **pushchair**.
- Play a racing game. Choice of **action** and a choice of landmarks; **slide**, **cone**, **fence**. Ask the child to **hop** to the **fence** or **run** to the **slide**.

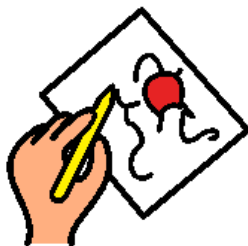


## Three Information Carrying Words (ICW)

- Play a circle game. Choice of **ball**, **hoop** or **bean bag**, a choice of **action** and a choice of **children**. Ask the child to **throw** the **bean bag** to **Joe** or suggest they **bounce** the **ball** to **Harry**.
- Play a picnic game. Choice of **children** and 6 to 8 items of play food e.g. **sandwich**, **drink**, **biscuit**, **apple**. Ask the child to give **Ruby** a **sandwich** and a **biscuit** or say, "Yousef wants an **apple** and a **drink**."
- At tidy up time using a choice of **children** and a choice of **toys** ask the child to give **Amy** the **bat** and **ball** or **William** the **hoop** and **car** to put away.
- Play a running game. Choice of toys: **hoop**, **ball** or **bean bag**, and a choice of containers: **bucket**, **bag** and **box**. Ask the child to put the **ball** and the **bean bag** in the **box** or suggest they put the **hoop** and the **ball** in the **bucket**.

### One Information Carrying Word (ICW)

- Ask the child to make marks with the **car**, **potato** or **brush**.
- Draw a face. Ask the child to colour in the **eyes**, **nose**, **ears** or **mouth**.
- In the mark making area, use a post box and draw objects e.g. **car**, **tree** or **ball**. Ask the child to post the **car**, **tree** or **ball**.
- At tidy up time, ask the child to put away the **pencil**, **scissors** or **paint brush**.



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*Let's play and listen together in the mark making area*



### Two Information Carrying Words (ICW)

- Play a sharing game. Choice of **children** and a choice of **objects**. Ask the child to give the **paintbrush** to **Poppy** or the **pencil** to **Tobias**.
- Draw or paint a **dolly** and a **teddy**. Ask the child to colour in **teddy's eyes** or **dolly's feet**.
- At tidy up time using a choice of **container** and a choice of **object** ask the child to put the **crayon** in the **tin** or the **brush** in the **box**.
- Choice of **car**, **potato** or **sponge** and **paper** or **box**. Suggest the child makes marks with the **car** on the **box** or ask them to make marks with the **potato** on the **paper**.



### Three Information Carrying Words (ICW)

- In the mark making area, use a **post box** and a **tray**, draw 6 to 8 objects e.g. **car**, **tree**, **dog**, **train**. Ask the child to put the **ball** and **tree** in the **tray** or the **train** and **car** in the **post box**.
- Paint or draw two faces e.g. **Mummy** and **Daddy**. Ask the child to colour in **Mummy's eyes** and **nose** or **Daddy's ears** and **hair**.
- Play a sharing game. Choice of **children** and 6 to 8 items e.g. **brush**, **pencil**, **paper**, **rubber**. Ask the child to give **Joseph** the **brush** and **pencil** or to give **Aisha** the **paint** and **paper**.
- At tidy up time. Choice of **basket** or **box** and 6 to 8 items e.g. **crayons**, **pen**, **paper**. Ask the child to put the **crayon** and **pen** in the **box** or the **pencil** and **brush** in the **basket**.