## Inclusive provision for children with SEND in Early Years Easy read – Communication and interaction



For children with **COMMUNICATION and Interaction** needs you will do everything you are doing for all children AND –

<u>Å</u> → <u>Å</u>	Follow the child's lead in their play, copying what they do and the sounds or words they use
	Talk to the child about <b>emotions</b> and help them to develop social interaction skills
	Provide a <b>quiet area</b> for individual or small group sessions
ि <u>द</u> ि	If a child only says one word, e.g. 'car', you can say 'daddy's car' or ''big car' etc. to <b>extend their</b> language

*	Arrange <b>play interaction and/or Fun Time sessions</b> for groups and/or 'basket tasks' for individual
	Say 'first-then' and use two pictures to encourage the child to try things he or she doesn't want to do
	Give children <b>short clear tasks</b> they can do to develop their attention, e.g. inset puzzles, building a tower with a few bricks, threading a few beads.
	Use <b>pictures</b> , photos and 'Social Stories ©' to teach behaviour e.g. lining up for dinner, listening to stories (ask your Area SENCO for help with this)
ef;	Provide short activities for children who cannot attend for long

	Use <b>individual visual cues</b> - objects for children with very low levels of understanding, and photos or pictures for more able children (ask your Area SENCO for help)
	Keep your language simple so the child can understand
10	Give the child at least <b>10 seconds</b> to respond to your instructions
<b>R:?</b>	Make <b>comments</b> instead of questions and remember 'what' questions are easier to understand than 'who and why' questions
	Teach new things one at a time e.g. 'big and not big' rather than 'big and little'
and the second	Use <b>other ways of communicating</b> e.g. ICT, Picture Exchange Communication System (PECS), signing (ask your Area SENCO and/or Speech and Language Therapist for help)

Don't tell the child to say a word again. If they can't say it properly, <b>say it clearly</b> for them so they can hear the way it <i>should</i> sound.
Play games with <b>playful sounds</b> , e.g. transport or animal noises