

# Eyes Open, Ears On

Ensure your child's hearing device(s) are on and working all waking hours.

### Example

When your child's device(s) go on in the morning, perform the *Ling Six Sound Test* to check they are working appropriately.



## Come Close to Me

Stay close to your child so they can hear your words more clearly.

### Example

When you're reading a bedtime story, sit close to your child's device(s).



### Reduce Background Noise

Make the room as quiet as possible. Your voice should be louder than any background noise.

### Example

Turn off the TV during dinnertime, so your child can hear you talk about your day and be part of the conversations happening at the table.



# Same Thinking Place

Notice what your child is looking at or interested in and talk about it.

### Example

Your child shows interest in a dog while at the park. Talk about the dog. What it's doing, how it looks and how it might be feeling.



Talk, Talk, Talk

Speak out loud what you and your child see, do, and think to help them learn new words and sentence structures and how to use them.

### **Example**

While doing laundry, describe what you're doing, whose clothes they are, and the colors/textures of the clothes.



**Acoustic Highlighting** 

Make important sounds or words stand out by saying them with emphasis such as being louder/softer, longer, with a different pitch, or by pausing before the word

### Example

When looking at a picture book together, emphasize the new word *fluffy*. "This puppy is **FLUFFY**."



Wait, Wait, Wait

After you ask a question or give a direction, give your child time to think and respond.

### **Example**

After you ask, "Do you want to go to the supermarket with me?", wait for at least 5 seconds, giving your child time to process the question and respond.



Listening First/ Auditory Sandwich Give your child information and instructions with spoken language only, before you use gestures or visual cues to help them to understand.

### Example

Before showing your child the new toy you got them, describe it with words first. "I have a toy for you that has four wheels, and a horn that goes 'beep, beep'. Then give your child the car and say, "Here's your car, beep beep."



# **Auditory Hooks**

Grab your child's attention and help make the association between the sound and an object or action with words like *Look!*, *Wow!*, *Uh-Oh!*, *Up*, *up*, *up*.

#### **Examples**

Your cat knocks over a vase on the kitchen table. Say, "Uh-oh! Luna broke the vase."

OR

If your child is pretending to feed a doll say, "Yum, yum, yum, the baby is eating."



Say It Again

If your child doesn't hear fully, understand, or misses part of something, say it again or use different words.

### **Example**

You want to get your child ready for bed and say, "Time to go to bed." If they don't respond, repeat it once or twice. If they still seem unsure, rephrase by saying, "Shhh, it's night night time."



**My Voice Matters** 

Show your child that every sound or word they imitate or say spontaneously is important.

### **Example**

Your child says, "wa" for "water". Praise their attempt. "Oh, you want water!"



**Use Choices** 

Ask questions with choices so your child can practice making decisions and using spoken language to communicate.

### Example

Ask your child, "Do you want an apple or a banana?" at snack time.







## **Expansion & Extension**

Repeat what your child says, correcting grammar or adding new information.

### Example

If your child says, "big dog", you can expand by saying, "Yes, the dog is big", and extend by adding, "The big dog is barking."



Sabotage

Set up situations where your child needs to use words to ask for help or solve a problem.

### Example

Forget to get the spoons at dinner time and prompt your child to ask for a spoon to eat the soup.



# **Auditory Closure**

Start a familiar sentence/song/rhyme and stop, waiting for your child to recognize and fill in the key word(s).

### Example

Pause after you sing, "Twinkle, Twinkle, Little", waiting for your child to jump in and say, "Star".