**Communication Temptations**

*Communication Temptations can be described as activities/events/experiences that encourage a child to make a communicative attempt without requiring verbal prompts such as “say…..” Since many children who have language delays view communication as “work” or “a demand,” adults are often more successful encouraging children to communicate when the prompt is subtle and embedded in the activity, itself.*

*This list of Communication Temptations was adapted from a list provided on the website HomeSpeechHome.com*

1. Eat a food that the child likes in front of them without offering any to him or her.
2. Start a wind-up toy, let it run down, then hand it to the child.
3. Hand the child several blocks, one by one, to drop in a can, then give the child a small toy to drop in.
4. Start a familiar game, play it until the child expresses interest, then wait. Look at the child and give them a prompt (What do you want?).
5. Open a bottle of bubbles, blow some with the wand, then close the bottle tightly and hand it to the child.
6. Blow up a balloon and then let the air out. Hand the deflated balloon to the child.
7. Put a food the child does not like near the child's mouth.
8. Put a favorite toy or food in a clear container lid on it that the child cannot open. Hand the child the container and wait.
9. Take the child's hand and put it in a cold, wet, or sticky substance such as pudding or water.
10. Roll a ball to the child. After taking many turns rolling the ball back and forth, replace the ball with a car or other toy with wheels.
11. Put a toy that makes noise in a clear plastic bag. Shake the bag and hold it up to the child.
12. Bring the child a new toy, or initiate a silly or unusual event (wear a bag on your head). Wait for the child to do something. When he or she does, build off of what they say ("I have something silly on my head!")
13. Pay less attention than usual to the child; back away or turn your back during a game you are playing. Wait for the child to try to get your attention.
14. Let the child explore the room for a few minutes. Wait for the child to direct your attention to an object he or she becomes interested in.
15. Turn on some fast or fun music or a video with noise or talking on it, then turn it off. Wait for the child to signal for you to turn it on.