

Helping Kids Discover and Develop Language 0-3 Months

1. THE INFANT MAKES A COOING SOUND.

For example, the infant makes sounds such as "oohs" and "ahs".

SUGGESTIONS:

- Increase the loudness of your own voice
- Play with your infant and bring him/her close to your face
- Imitate any attempts at sounds (i.e. sighs, coos, sucking sounds, and facial expressions) that he/she makes
- Respond to any sound he/she makes as a conversational turn
- Talk with your infant
- Smile, laugh, or click your tongue
- Touch your infant

2. THE INFANT'S CRY VARIES WITH EMOTIONAL AND PHYSICAL STATE.

For example, the infant's cry will be different when he/she is in pain compared to when he/she is hungry, angry, or uncomfortable. Crying is important because it gives the infant a chance to learn to coordinate the oral structure involved in speaking (e.g., tongue, lips, and vocal cords).

3. THE INFANT RESPONDS TO HUMAN VOICE.

For example. The infant may quiet or discontinue his/her vocalizations and /or change his/her activity level.

SUGGESTION:

• Use various intonations in your voice (e.g., to soothe your infant, use a happy voice to excite your infant, use and animated voice)

4. THE INFANT MAKES BRIEF EYE CONTACT

For example, when the infant is being fed, he/she will look into the caregiver's eyes.

SUGGESTIONS:

- Go out of your way to meet your infant's gaze
- Guide your infant's face towards your face to help make eye contact
- Exaggerate facial expressions
- Bring attention to your mouth or eyes by patting the side of your face. This adds a visual cue at which your infant can look
- Feeding, bathing, and changing times are great opportunities to make eye contact

5. THE INFANT ENGAGES IN A BACK AND FORTH VOCAL EXCHANGE WITH ANOTHER PERSON

A baby's turn can be gurgling, sucking on a bottle, or any sound or movement a baby makes. This is the beginning of turn taking, which is later required for conversations.

SUGGESTION:

• Imitate your baby's sounds (e.g., sighs, coos, lip smacking) and actions



Helping Kids Discover and Develop Language 4-6 Months

1. THE INFANT BABBLES.

The infant produces various speech sounds such as "buh", "ma", "guh", "goo", and "boo" SUGGESTION:

• Imitate your infant's sounds. Babies love to heat their caregivers copy their sounds. This imitation is important for speech development

2. THE INFANT VOCALIZES PLEASURE AND DISPLEASURE

SUGGESTION:

• React appropriately to his/her needs

3. THE INFANT IS MORE RESPONSIVE TO SIBLINGS AND CAREGIVERS THAN TO STRANGERS.

This is natural because infants spend more time with family that strangers. Babies love familiar faces.

4. THE INFANT RESPONDS UPON HEARING HIS/HER OWN NAME.

The infant responds to his/her name by establishing eye contact with the caregiver and/or using various facial expressions. SUGGESTIONS:

- When saying your infant's name, look at him/her and attract his/her attention
- go out of your way to meet your infant's gaze when saying his/her name
- Guide your infant's face towards your face to help make eye contact

5. THE INFANT SMILES AND LAUGHS OUTLOUD.

SUGGESTIONS:

- Maintain face to face positioning when talking to your baby
- Use a lot of facial expressions
- Simultaneously move around, sing, and rock your baby
- Remember routines your baby enjoys and use these to induce laughing

6. THE INFANT BEGINS TO IMITATE VARIOUS SOUNDS

During interactions with the caregiver, the infant will imitate speech sounds

(e.g. "ba', "ma') and non speech sounds (e.g.) tongue clicks)

- SUGGESTIONS:
- Imitate your baby's sounds and actions
- Maintain close physical contact with your infant

7. THE INFANT LOOKS TOWARDS THE SOUND SOURCE

If the infant doesn't startle to loud sounds or look towards the sound, have his/her hearing checked. SUGGESTIONS:

- Use various objects that make sounds (e.g. rattles, music box, squeaky toys)
- Start talking to your baby while directly facing him/her then gradually move to the side
- Ensure that your infant follows you with his/her eyes
- Move a rattle around your baby. If he/she looks at it, give it to him/her.