



Giving Positive Attention to Children Who Use Words

Ideas for Giving Praise and Positive Attention During Activities



Play

- Provide multiples of toys so children can share more easily, creating opportunities to give positive attention for sharing. *"You are sharing your toys so nicely with your friends."*
- Model asking for toys using *"please"* and *"thank you,"* so children are more likely to use those words. This can create more opportunities to give positive attention for good manners. *"Thank you for saying 'please' when you asked for that toy."*
- A puzzle can provide many opportunities to give positive attention, both to celebrate successes and encourage asking for help. *"You got the piece in!" "You used your words to ask for help!"*



Daily Routines

- Give positive attention to children for doing things on their own, such as putting their coat on by themselves. *"You put on your coat all by yourself, great job!"*
- Respond with positive attention when children are eating nicely during mealtimes. *"You are using your spoon so nicely to eat your corn."*
- During transitions between activities, such as getting ready to go outside, give positive attention to children who are waiting patiently. *"Thank you for standing so nicely with your hands to yourself."*



Books

- Notice when a child is interested in a book, and respond with positive attention by sitting with the child and reading it together.
- When a child is sitting and reading a book nicely, let them know that you notice. *"You are sitting so nicely with your book; it looks like you really like it."*
- Give positive attention to children when they are sharing their book with a friend. *"Thanks for sharing your book with your friend. That was really nice of you."*

Positive Attention

Pay attention, respond, and make positive comments to children when they use vocalizations, words, and gestures.



Children who are adjusting to a new place or who have experienced trauma might have a hard time sharing what type of positive attention they prefer. You can offer a **choice** while showing options.

"Do you want a high five or a fist bump?"