

Activities for Developing Turn Taking Skills

Reception Settings

Feely bag

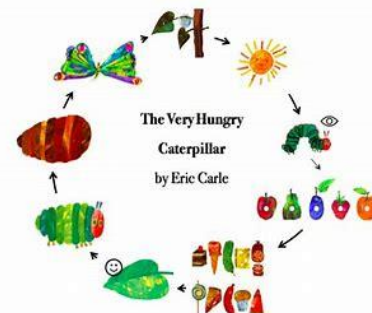
Equipment: Bag, range of objects that are not too obvious in shape (e.g. fir cone, brush, remote control etc).

How to play: Children sit in a semi-circle in front of you. One object is placed into the bag without the children seeing it. The bag is passed round the circle, with each child having a feel. Encourage the children to think in their heads of what they think the object is but to remain quiet until everyone has had a feel in the bag. When the bag has gone round the circle, you say 'hands up anyone who thinks they know what was in the bag.' One child is then chosen to make a guess, and guessing continues until someone guesses correctly.

Once upon a time

Give each child one picture from a sequence. Each child should describe their card and then one member of the group sorts everyone into the correct order so the story can be told. Let each child have a turn.

Little Red Riding Hood



Yes-No

Equipment: Slips of paper or card, enough for all members of the group. Half have 'yes' written on them, half have 'no' written on them. A bag.

How to play: This game can be played during any activity such as making a floor puzzle, building a Jenga tower, making a collage etc. Turns are regulated by the yes/no bag. The bag is given to the first child who pulls out a slip. If it is a 'yes' that child takes a turn. If it is a 'no', the slip goes back in the bag, and the next child in the circle has a turn.

In my case

How to play: This is a variant of a well-known game. Children sit in a semicircle in front of you. Explain that they are going to make a list of things to go on holiday. You start by saying 'in my case there is a book' The next child continues, 'in my case there is a book and a ...comb' Each child tries to remember and repeat the items that have been said previously and adds another.

Rule based games

Turn taking games with clearly explained rules can be used to reinforce learning in a wide variety of curriculum areas. This enables all children to get involved and take an equal and active part e.g., PE activities which encourage turn taking are good because they incorporate freedom of movement.

Organised activities at break time can bridge the gap between turn taking in the classroom and free play in the playground e.g., supervised skittles or skipping rope games.



YES

NO

YES

NO

YES

NO

YES

NO

YES

NO

YES

NO