# Helping Kids Discover and Develop Language

#### 0-3 MONTHS

### 1. The infant makes cooing sounds.

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 structures 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.

#### SUGGESTIONS:

 use various intonations in your voice (e.g. to soothe your infant, use a happy voice; to excite your infant, use an 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. SUGGESTIONS:

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





