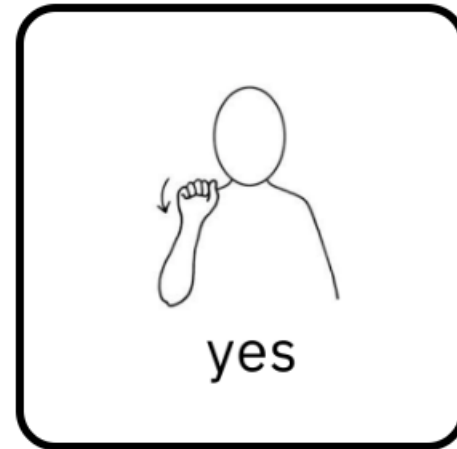


# Week 2

yes

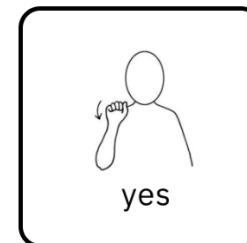




say it

# We are learning

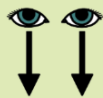
yes





hear it





watch it



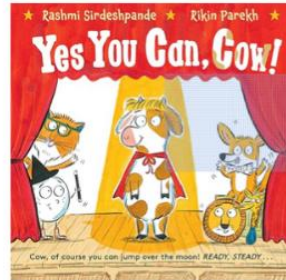
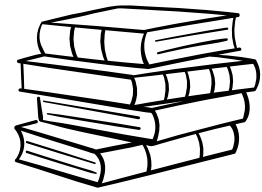
## SIGHT WORD





read it

# Story ideas



[Buy "Yes You Can Cow" on Amazon](#)

[Storytime with Granny - Yes You Can, Cow!](#)





**learn it**

# Activity Ideas

## 1. Offer and Pause – Sensory Play

- Offer a high-interest item (e.g. bubbles, vibrating toy, light wand). Say, "Want bubbles... Yes?" and pause to wait for any positive response. Repeat, reinforcing their signal for "yes", whatever that looks like. (look, gesture, vocalisation)

## 2. Switch-Activated "Yes" Game

- Record the word "yes" onto a Big Mack switch or sound button. Hold up a motivating object and ask, "Do you want it?" Model pressing the switch. Over time, pause and prompt the learner to activate it themselves.

## 3. Repetitive Song Request

- Sing a familiar song (e.g. Wheels on the Bus). At the end, ask "More Yes?" or "Again Yes?" while modelling the sign or switch for "yes". Wait for any form of affirmative communication (look, gesture, vocalisation).

## 4. "Yes" for Snack Time

- Offer a tray with 2–3 snack options. Hold one up and say, "Want banana? Yes?" Watch for movement or eye gaze toward preferred item. Model "yes" through sign or symbol and reward any attempt to affirm.

## 5. Sensory "Yes or No" Tray Exploration

- Place an engaging and non-preferred texture side by side (e.g. slime vs. cold sponge). Ask, "Do you want this one? Yes?" and observe. Repeat with a second item. Use exaggerated modelling for "yes" with the item the learner chooses.

## 1. Real-Life Voting

- Ask the class to vote "yes" or "no" for a simple decision: "Do we want to sing today?", "Shall we play with the parachute?" Each learner responds with "yes" using symbol, sign, or AAC.

## 2. Role Play Requests – Yes/No Q&A

- Set up a social role play where peers or adults ask each other: "Do you want juice?" "Do you want a turn?" Encourage the learner to respond "yes" however they can, using AAC, speech, or sign.

## 3. "Yes" Sentence Building Strip

- Use a sentence strip with optional endings ("yes please", "yes I do", "yes I want \_\_\_\_"). Support the learner to build and speak or activate the full phrase. Use across routines like snack time, play, and story.

## 4. Interactive Story time

- Read an engaging book and pause at key points to ask: "Do you think that's funny?" / "Should we read more?" Support learners to answer "yes" meaningfully with their chosen mode of communication.

## 5. Scavenger Hunt with Affirmation

- Hide favourite items around the room. When the learner finds one, ask: "Is this what you were looking for?" or "Is that it?" and support them to affirm with "yes". Reinforce their communication with celebration or use of the item.





**practise it**

### 1. Symbol Sorting "Yes Basket"

Prepare a set of objects or symbols, mixing preferred and non-preferred items. Offer each item with a yes/no prompt, such as "Do you want the puppet?" Model the "yes" symbol or Makaton sign. Learners place preferred items in the "Yes" basket. Non-verbal responses to be accepted as gaze or movement toward the item.

### 2. Yes/No Answer Flip Cards

Create two clear cards: one for "yes" and one for "no". Use highly motivating items (bubbles, lights, music) and ask, "Do you want [item]?" The learner can reach, point, or look to the "yes" card. Support with repetition and modelling. Over time, reduce prompting. You could also use recordable sound buttons (green for yes / red for no)

### 3. Say Yes!" Repetition Game

Choose a sensory item (e.g. shaker, musical toy). Offer it and model "Do you want it?" Pause to let the learner gesture, vocalise or indicate "yes". Repeat the word "yes" as part of a chant or rhythm before activating the toy. This supports early vocal imitation and cause/effect understanding.

### 4. Photo Choice Board: What Do You Want?

Present 2–3 photos of familiar objects or activities (e.g. juice, drum, light-up toy). Ask, "Shall we have... [item]?" Watch for any anticipatory movement, gaze, or gesture. Reinforce their preference with "You said YES!" and deliver the item. Repeat across the session for familiarity.



write it

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core word programme

yes

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write it

sensory curriculum<sup>©</sup>  
core word programme

yes

yes

yes



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