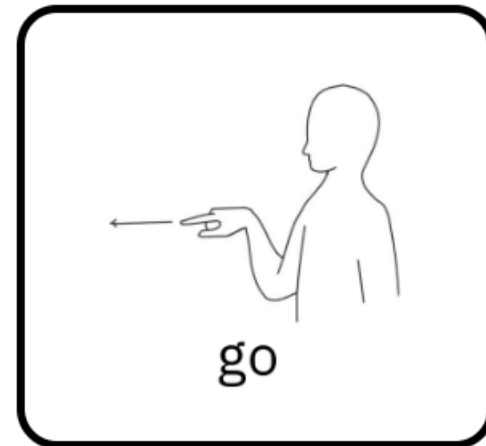
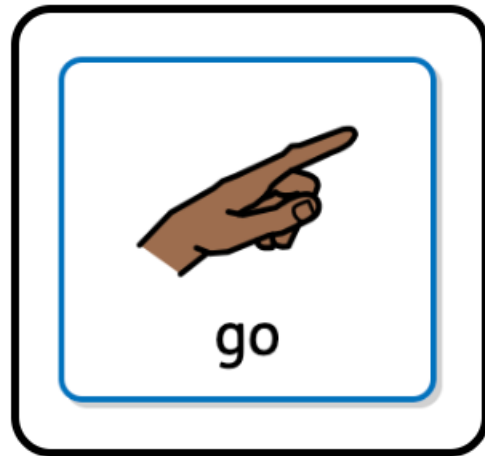


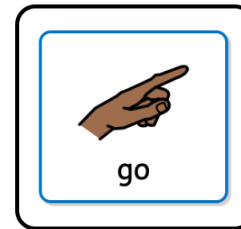
Week 10



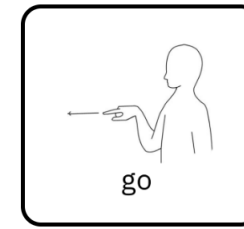


say it

We are learning



go



go

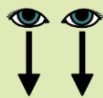


[Makaton for 'to go'](#)



hear it





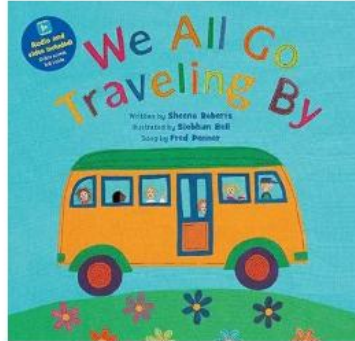
watch it



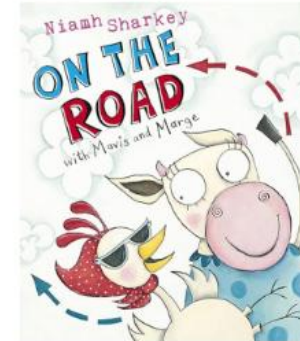


read it

Story ideas



[Buy "We All Go Travelling By" on Amazon](#)



[Buy "On The Road with Mavis and Marge" on Amazon](#)





learn it

Activity Ideas

objective: To hear and use “go” in context

Step 1: Regulation & Reconnection

buffet resources available: balls, cars, massage rollers

Roll massage rollers on legs and arms.

Roll cars or balls across the floor to each other.

Spin balls on the spot.

Step 2: Invitation

Start rolling a ball or car down a ramp, to spark curiosity. As we do it, we can say “go!” to draw attention to the core word. This invitation gives the children a chance to watch, wonder, and, when they’re ready, join in on their own terms.

Step 3: Shared Experience

We can remind our learners of the word “go” as their toys roll down the ramps provided, celebrating those joyful, connected moments as they happen. They can experiment with these resources on offer and the adults validate all play and communicate attempts without prompting.

Take the guttering around the room, connect them together creating a class circuit.

Step 4: Ending

Music: Tidy up song by Sensory Classroom

Use ramps to roll toys into the tidy-up box makes it feel like part of the game. It’s a calm, purposeful way to end the session.



learn it

Activity Ideas

1. Bubble Popping Game

- Blow bubbles and pause, waiting for the learner to signal (e.g. eye movement, vocalisation, smile) to indicate they want the bubbles to “go” again. Model the word “go” each time bubbles are blown.

2. Cause-and-Effect Toys

- Use a toy like a spinning top or a car ramp. Pause before activating and wait for a sign from the child, modelling “go” when the toy is set in motion.

3. Sensory Swing or Tactile Tray

- Place the learner in a sensory swing or large tuff tray / tactile bin. Use a countdown (e.g. “Ready, steady... go!”) before pushing or engaging, encouraging anticipation and response to the cue “go.”

4. Musical Instruments

- Play and stop music. Encourage the learner to signal for more music and model “go” when restarting. Use familiar routines with music and stop/start moments.
- Extension: Musical bumps or statues

1. Toy Train with Communication Strip

- Use a toy train track and provide a sentence strip or symbol board. Learners can say/sign “I want the train to go” or “Go train!” before activating the toy.

2. Colour Sorting Race

- Use coloured beanbags or items and play a game where learners race to sort by colour. Use prompts like “Ready, steady...” and model “go!” Encourage them to say “go” to start their own turn or someone else’s.

3. Musical Statues with Peer Prompts

- Play musical statues where learners take turns being the “music leader.” The leader uses the word “go” to start the music again. Others respond to their peer’s prompt.
- Musical bumps or musical chairs also works well.
- Using a TonieBox or switch operated music play will make create the opportunity of being the ‘music leader’ for everyone.

4. Dance and Freeze Game

- Play music and stop it randomly. Have learners request for the music to “go” again using their communication system. Reinforce with “Do you want the music to go?” and wait for confirmation.

5. Mini Car Wash Role Play

- Set up a car wash station. One learner pushes a toy car through the wash when another says “go.” Swap roles to reinforce turn-taking and expressive use of the core word.



practise it

1. Go/Stop Actions

Use two symbol cards—"go" and "stop". Learners to explore rolling resources down a ramp, adults to model "ready steady go!" to initiate making the resource roll.

2. "Go" Button Press Activity

Place a talking switch or AAC device programmed to say "go" on the table. Learners press the button to activate a fun cause-and-effect toy (e.g. light-up spinner or marble run). Pause between turns and wait for the learner to initiate using "go".

3. "Go" in Songs

Use a simple printed song sheet for songs like "Wheels on the Bus." Highlight the word "go" and support learners to point, gesture, or vocalise at the right moments in the song during table singing sessions.

4. Mark Making

Mark make onto paper or into a dry ingredients sensory tray. Practise writing "go" in the tray. Alternatively, encourage sprinkling or mark making on "go".

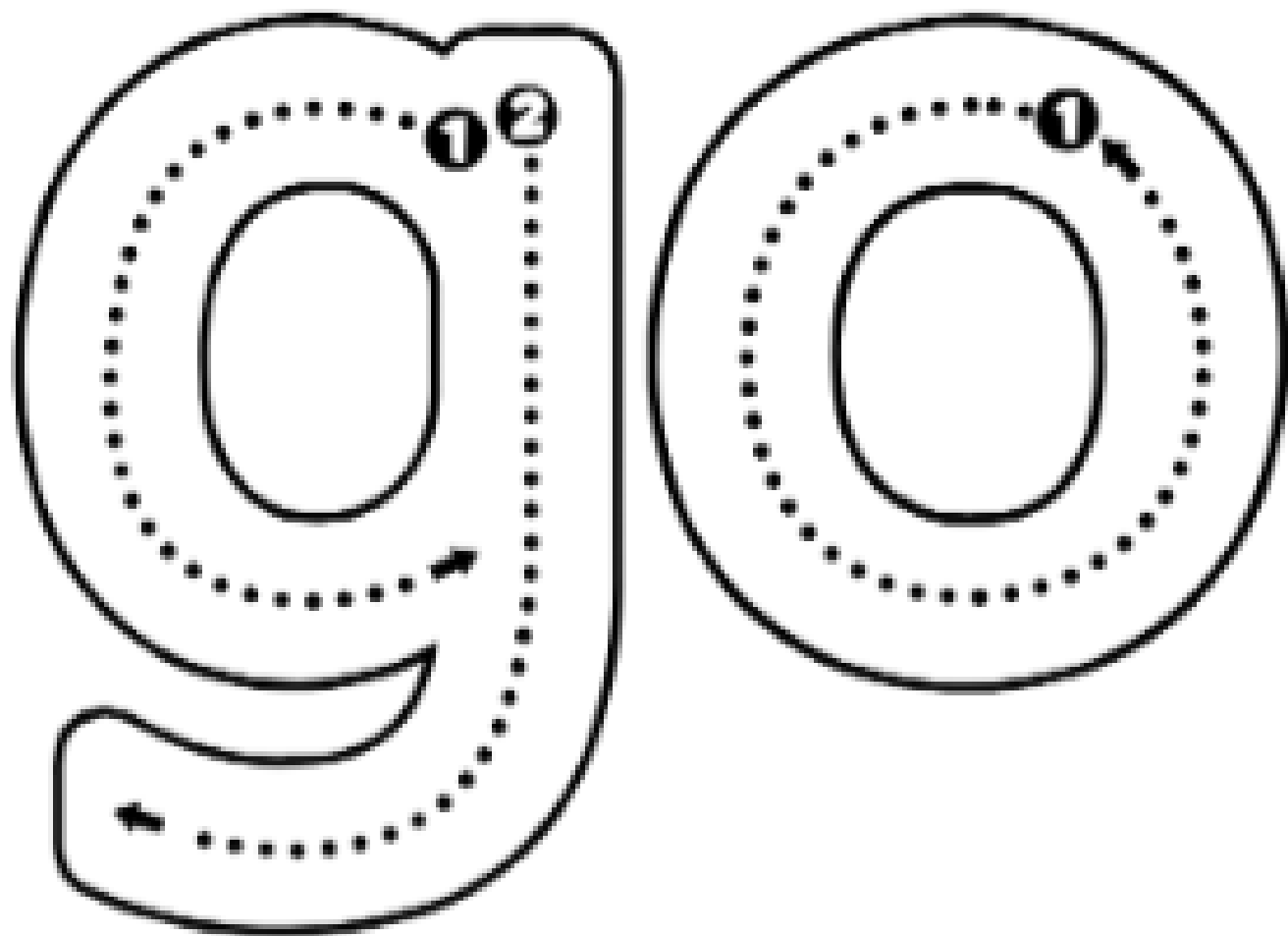
5. Traffic Light Colour Match

Provide red, yellow, and green circle cards, learners to match red, yellow and green resources onto the circle cards.

Adults to model



write it





write it

go

go

go