

Week 3

no

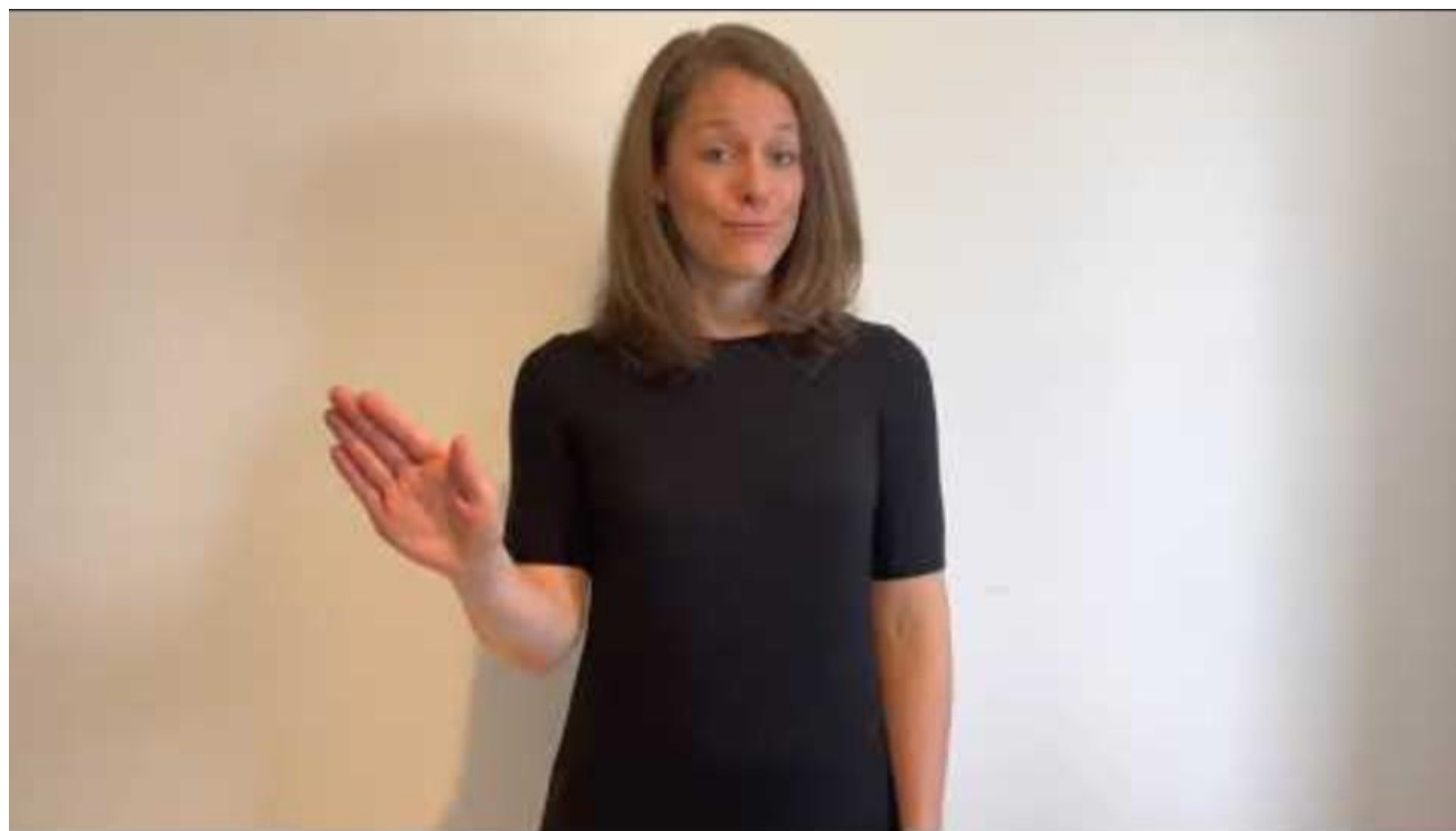
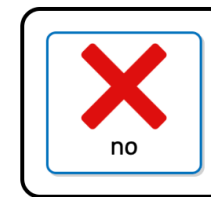




say it

We are learning

no

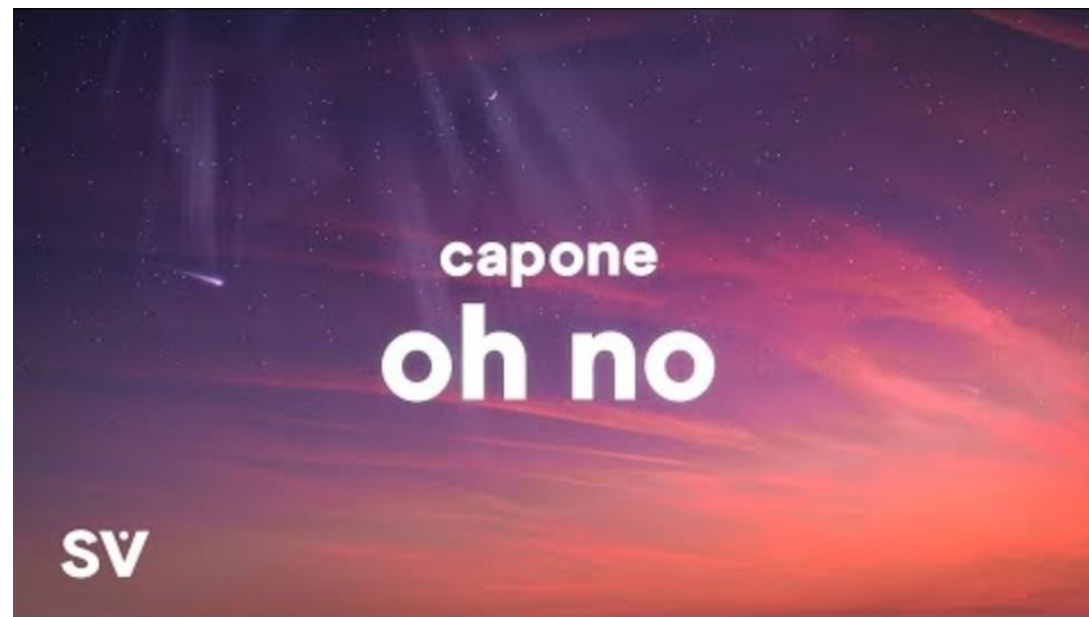


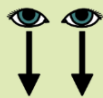


hear it



NO
MEGHAN TRAINOR





watch it



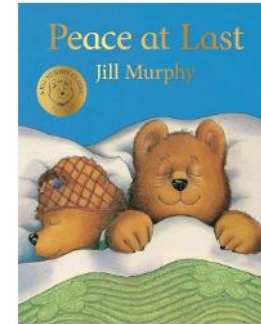
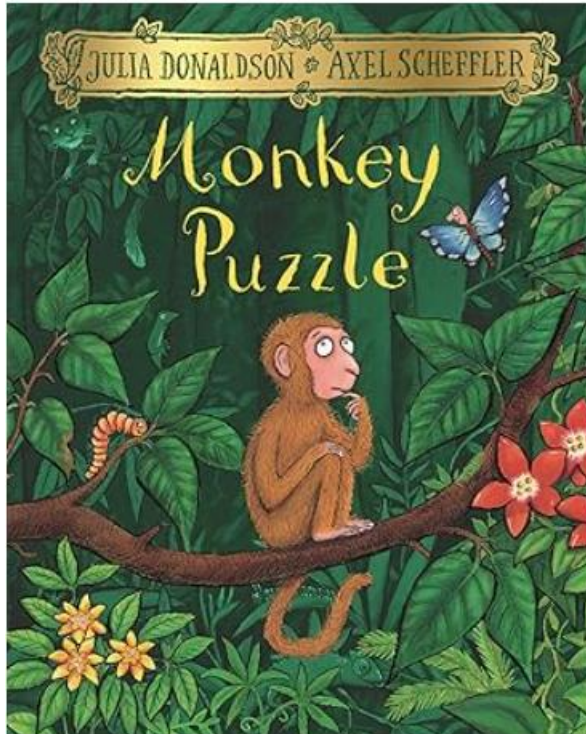
Is this a dog?





read it

Story ideas



[Buy "Peace at Last" on Amazon](#)





learn it

Activity Ideas

Learn it - Activity ideas

Play

Use cause and effect toys to make something happen then model the reaction "oh no!" and then model how to make it right.

It could include:

- knocking over a tower
- pushing over magnetic tile house
- splatting shaving foam everywhere
- spilling water from the jug
- popping a balloon
- crashing a remote control car

[Cause & Effect Resources](#)

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1. Wrong Choice Game

- Offer two options: one clearly preferred and one obviously mismatched (e.g. glue stick instead of snack, socks instead of toy). When the learner chooses not to engage with the wrong item, model and reinforce "no".

2. Silly Adult Routine

- Deliberately do something "wrong" or unexpected (e.g. give a spoon instead of paintbrush, sing the wrong song, put a hat on your foot). Encourage the learner to respond with "no" using switch, sign, or symbol.

3. Snack Reject and Replace

- Offer a snack the learner doesn't like, paired with a preferred option. When they reject the unwanted one, label and reinforce with "no", and allow them to choose the alternative.

4. "No More" Song Game

- During a favourite song or sensory activity, pause and ask "More?" or "No more?" If the learner stops engaging, turns away, or says "no", honour that with a clear close-down. Reinforce that their "no" is respected.



practise it

1.No/Yes Object Sorting

- Present two items (e.g. one liked, one neutral). Support the learner to indicate "no" to the non-preferred item using gesture, symbol, or facial expression. Reinforce with verbal modelling: "You said no to that!" Allow them to push the "no" item away.

2. Stop Sign Sensory Tray

- Introduce a familiar sensory tray (e.g. rice). Gently introduce a surprising or contrasting item (e.g. ice pack). Observe and acknowledge a learner's withdrawal or vocal protest as a form of "no," modelling the word "no" and giving the symbol or sign.

3. "No More" Request Box

- Offer repetitive actions like pressing a cause/effect button or placing items into a box. When the learner stops or looks away, model "no more" or "no," then pause the action. Learners can use this to signal when they're finished or uninterested.

4. Dislike Symbol Matching

- Use photos of common disliked items (e.g. loud toy, vegetable) and support learners in matching a "no" symbol or card to the items. Model language like "no car," "no broccoli." Learners at Step 3 may begin to use sounds or gestures to express the refusal clearly.

5. "No" Choice Strip Game

- Present two activities through OoR or photos: one highly preferred, one less liked. Support learners to point to or indicate "no" for the item they don't want. Use praise to affirm their choice: "You said no – we won't do that one!"

1.No/Yes Symbol Matching Game

- Provide pairs of items or images—some desirable and some not (e.g. apple vs lemon, teddy vs spider). Ask learners to place a "No" or "Yes" symbol beside each one. Encourage use of supported sentences: "No lemon," "I don't want spider."

2. No" Response Card Sorting

- Give sentence starters like "No..." or "I don't want..." with visual choices. Let learners complete each sentence using picture cards or symbols. This encourages sentence formation and helps generalise "no" in different contexts.

3. Opinion-Based Table Talk

- Show pairs of pictures (e.g. park vs supermarket) and prompt learners to mark which one they don't like using a red "No" card. Encourage them to vocalise or use a device to say "No" or "I don't like it" in structured peer interaction.



write it

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core word programme



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write it

sensory curriculum[©]
core word programme

no

no

no