

Turn Please Script

We often tell children "you need to share" or "take turns" but rarely model what we mean. If you have children who snatch toys or hurt others to achieve a toy then this strategy will help.

The steps need to be taken one at a time. Do not rush it or miss out a step otherwise you will have to go back and start again.

Step 1 - Work with a child on your own. Point to what they are playing with and say "turn please". When they hand the toy to you praise directly with the words "good sharing" (thumbs up).

Step 2 - Work with the child and a friend. Model asking for objects to both children, pointing to what you want first then saying "turn please". When they give it to you say "good sharing".

Step 3 - Anticipate the object the child wants and get it first. Prompt with "turn please" holding out the object. When they echo, replay with "good asking - you can have a turn".

Step 4 - Begin to expect "turn please" most of the time. If a child forgets then hand the object back saying "you didn't do asking - turn please". When the child remembers to ask, praise with "good asking - you can have a turn".

Step 5 - As "turn please" becomes more automatic, start to encourage the child to ask for a turn and then wait for an answer before getting the object (this is known as "ask, wait and see"). Continue to praise for "good asking".

Step 6 - As the child begins to alter the script (often into "can I have a go please?"), copy their script so that they now model for you.

Step 7 - The Problem Solving Step

Some children may say "no" when a child asks for a turn. Teach the final phrase "can I have it now or in 1 minute?" (child to then find adult for adult to time).

You have achieved your aim when all children can problem solve like this independently in your setting!