

## Natural Environment Teaching (NET) plan

<b>ACTIVITY NAME:</b> Train track		<b>RESOURCES NEEDED:</b> Train track.	
<b><u>Requests: Child asking for items/actions/etc.</u></b>  "train" "track" "give me ..." Straight vs. curved track Colours: Blue train vs red train (for example) Quantity: Two vs three (for example) Size: Big vs small, tall/long vs short (for example) "Go" or "stop" "fast" or "slow"		<b><u>Listener Responding: Child following instructions, showing understanding</u></b> <b><u>Tact: Child demonstrating expressive language.</u></b>  Adult asks – for understanding: "Put the train on the track", "Pick up the train", "wave to the train, bye train/show me waving", "give me ...", "show me the big/small train", "find the red/blue/purple train", "give me two passengers", "put it under the bridge/push the train over the bridge, put the passenger behind the station", "Show me the wheels",  Adult asks – for child to respond expressive: "What's this called?", "What colour?", "Where is it? (prepositions/places)", "how many trains do I have?", "How many wheels",	
<b><u>Echoing sounds</u></b>  "Tuh" [for train] "wee" "g" [for go] "go" "choo choo" "5, 4, 3, 2, 1" / "1, 2, 3, 4, 5"	<b><u>Motor Imitation: Child copies a movement that is modelled to them and asked "do this", "can you do the same as me?", etc.</u></b>  Clapping, Putting train on the track Push train on the floor Cheering / arms up Passenger jump.	<b><u>Play/Social targets</u></b>  Increasing motivation for toy / Pairing the activity (expanding interests) by delivering additional reinforcement.  Turn taking (my turn / you turn)  Increasing imaginative play – expanding story lines. Train crashes, Train has to get passengers to their holiday, Train has to go the doctors, etc.	<b><u>OTHER:</u></b>  Maths: Counting trains/passengers Recognising shapes: triangles, circles, etc.  Writing: Add chalk or paper to add station numbers or names. "This is station number 1, write 1" or "this is station Hill, help me spell it H-I-LL"  Write a note for trains to find a prize or each other. Ask child to read the clues "shed" and then the next clue leads them to "bed" and so on, until they find a prize or have all the trains to play on track

