

Turn-Taking

Progress with “turn-taking” skills can be measured by tracking changes in the following areas:

- child’s ability to wait while another’s turn is happening
- child’s ability to relinquish their turn
- child’s ability to label their turn
- child’s ability to label their partner’s turn

1. Closed-ended activity requiring shared piece (i.e., nothing to do when you don’t have piece). Must be very clear when turn begins, and when it ends. Easiest if child doesn’t have to relinquish anything. Examples include:
 - Wind up toys
 - Pound-a-ball (no hammer, one ball)
 - Car with ramp
 - Fishing game (one pole)
2. Closed-ended activity with several pieces involved (often in a bag or container). Still very clear beginning and end, but child must know to only take ONE piece. The piece is always theirs. They will have to relinquish the bag. Examples include:
 - Puzzle
 - Tic Tac Tony
 - Mr. Potato Head
 - Cutting Velcro food
3. Closed-ended activity where child has access to all pieces. Still very clear beginning and end, but child must know to wait. Nothing is passed back and forth and the “piece” is always theirs. Examples include:
 - Digging in sand/pasta/rice for hidden objects
 - Fishing game (two poles)
 - Stacking blocks or pegs
 - Pop-Up Pirate
4. Closed-ended activity where the piece they select may not be theirs. Child understands that they must relinquish the piece AND their turn. At this level, one person’s turn might be longer than another’s. Examples include:
 - Barnyard Bingo
 - Lucky Ducks
 - BINGO
 - Memory Doctor
5. Closed-ended activity with several steps to a turn OR a long period of time between turns. Possibly more than two “players”. Requires child to wait a little longer and also keep track of turns. Examples include
 - Dice games
 - Kerplunk
 - Opening flaps in a book with peer
 - Removing pictures from schedule board with peer
6. Open-ended activities (i.e., no clear beginning or end). This is essentially “sharing” toys.