

Early Play with Toys

Cause and Effect

As babies perform simple actions they learn they can make things happen. They start to notice the relations between events, and notice the effects on their immediate environment.

Ideas to try to teach Cause and Effect

- Peek a boo-Cover eyes and when your child makes a sound, uncover them and say "Peek a boo". Practice this several time and then pause and give extra time to wait for your child to respond.
- Shake Toys- Shake the toy, then shake it again t hear the same sound happen. Use hand over hand help as needed.
- Banging toys- Loudly bang a spoon on the table, notice the loud sound and do it again.
- Push a button on a toy- Push the button on the toy to see what happens. When it light up, your child be encouraged to do it again. Use hand over hand to help as needed.
- Put Object in- Put objects in a clear container, then watch them fall out as you dump the container out. Then fill it up again.
- Switches toys-There are many toys that can be adapted with a large button to push.

Try these activities over and over again. Your child may need more hand over hand help initially but with lots of repetition with the same toys they will need less and less help.

Simple Play

- Use containers and blocks- encourage your child to remove the blocks or other objects from the container and work towards putting them back in
- Pull toys- Encourage your child to pull the string of a toy in order to move it closer to him to play.
- Cars-Encourage pushing a car or small toy on wheels. Make sounds to go with the movement.
- Object Permanence- Hide a toy under a small blanket or towel. Encourage your child to find it. If they have difficulty, leave a small part of the toy sticking out.
- Blocks- Encourage the child to put one block on top of another. You can also use empty tissue boxes.
- Stacking Rings- Encourage your child to put the rings on the peg.
- Balls- Sit facing your child and then roll the ball back and forth between you. Begin with a large ball (like a beach ball) that moves slowly and is easy to grasp.