

Incidental Teaching:**Age:** Any**Setting:** Any**Purpose:** To structure your child's environment in a way that allows for them to become interested and choose to engage in an activity where you can teach them.**Checklist:**

Parent chooses educational objective/goal Example: Learning numbers, colors, reading a book, letters, animals, etc.
Parent arranges environment to promote interest and learning Ex: Putting an alphabet puzzle in child's sight, taking a nature walk, going to the library, etc.
Parent initiates learning when child shows interest Ex: Child asks to do the puzzle, points at a bird and asks what it is, picks up a book, etc.
Parent encourages child to elaborate on his/her initiation Asks a question, makes a gesture/sound, word, models desired behavior (Ex: "That's a bird, can you say bird?", puts an alphabet piece into the puzzle, etc.)
If child responds correctly to prompt, parent praises child and rewards them with an activity Ex: High fives, lets them put another piece into the puzzle, lets them pick a flower
If child does not respond correctly, parent prompts up to 3 times to get correct answer. Parent praises child for correct answer and rewards with an activity.
Parent takes a turn. Parent picks up object (or points to it) and gives correct answer. Then steps begin again. Ex: Parent points at a frog and says, "Look! A frog", reads a sentence from the book, puts a piece into the puzzle, etc.