'Taking turns to talk' handout 10f2



Think

When my family is together	When	my	family	is	together
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Who does most of the talking?

Who does most of the listening?

Who does most of the interrupting? _____

What can happen when we don't take turns in conversations?

Why might it be helpful for my child who stammers if we all took turns?

Often, in families:

- * Everybody talks at once
- * People interrupt one another
- No one listens
- * One person does all the talking
- People are afraid of interrupting the stammering child.

When this happens:

- * People are not taking turns
- * Everyone is competing for time to talk.

It is especially likely if you have a large family where everyone has something to say!

Why would it be helpful to make sure everyone has a turn (including the child who stammers)?

Competing for a turn to talk might make things difficult for the child who stammers:

- # He feels that he must speak quickly in order to get a turn
- He has less time to think of what he wants to say
- # He has to cope with people interrupting him
- * He may try to interrupt others
- It is harder for him to be calm and take his time
- Once he gets his turn he may not want to give it up! So he may talk for too long and not let others have a turn speaking.



Typical group behaviour!

Taking turns to talk 2 of 2

What are the rules for good turn-taking?

- * When one person is speaking, others listen
- No one interrupts
- * Everybody has a turn
- * Vary who gets to speak first
- No one should speak for too long.

How can I improve my turn-taking?

- Watch! Listen! Wait! to ensure that your child has finished speaking before you start to talk
- Count to two in your head before responding to your child's speech
- * When your child speaks to you, respond either verbally or non-verbally (eg, smiling, nodding).

How can I encourage other members of the family to take turns?

- Teach everybody in your family the rules of turn-taking:
 - Play games where you have to take turns, for example Snakes and Ladders; Ludo; Snap; Monopoly; building something as a team.
 - Play the Microphone Game.

The Microphone Game

A Choose something that will be the microphone, eg, a pencil, a wooden spoon



- Put the microphone in the middle
- When somebody wants to talk, they pick up the microphone
- Nobody else can talk or interrupt; they are listening
- When the speaker has finished, the microphone is put down
- The next speaker picks up the microphone and takes a turn to talk
- Everybody has a chance to speak
- Nobody should take all the turns
- Nobody should take very long turns.

You can play the Microphone Game at mealtimes or even in the car (except for the driver!).