

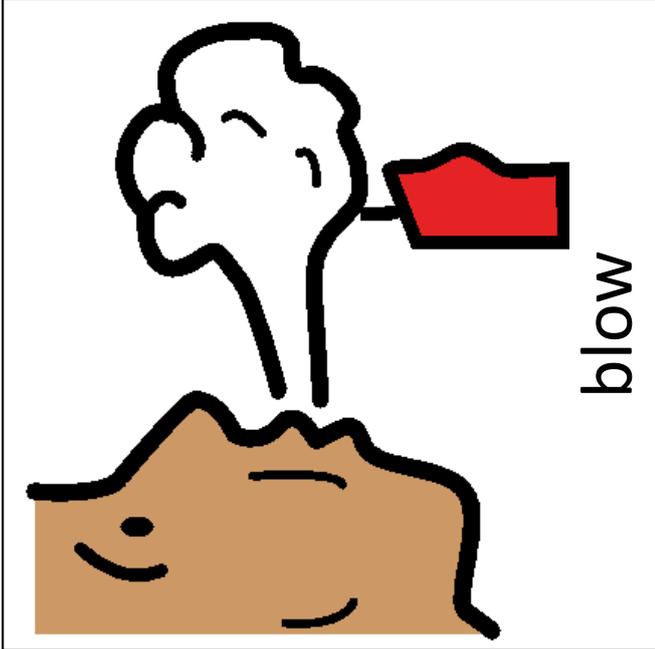
Developing verbs (action words) - EYFS



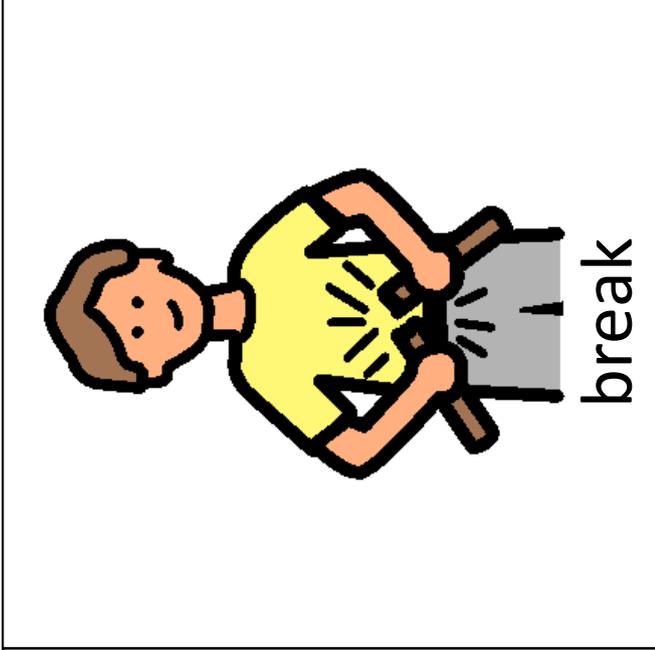
Activities and strategies to try

- Tell the child what he/she is doing when he/she is doing it, eg **jumping, walking, washing** hands.
- Demonstrate a range of activities with pretend play toys eg teddy **walk, sleep, jump** etc. Give teddy/doll to the child and ask him/her to copy the actions.
- When you are looking at books together, emphasise the action words and see if he/she can find out who's **sleeping/running**.
- Play 'Follow my Leader' with simple instructions for the child to follow. Emphasise the action words.
- Play 'Simon Says' eg 'Simon says **jump**.' See if the child can carry out the action.
- Sing action songs, eg 'If you're happy and you know it (**clap** your hands, **stamp** your feet)', 'Hokey Cokey' etc. Encourage the child to join in with the actions.
- Play with musical instruments – show the child how to **shake, bang, rattle** the instruments.
- When cooking, take turns to **stir, cut, pour** the ingredients – talk about what you are doing.

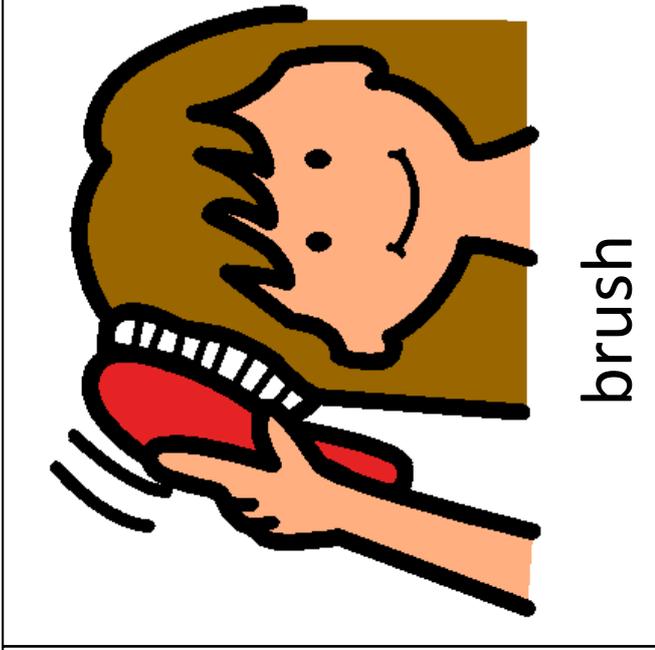
Measuring progress: Ability to understand a wider range of verbs when given spoken directions - ability to use a wider range of verbs in spoken language, when describing an event or a story.



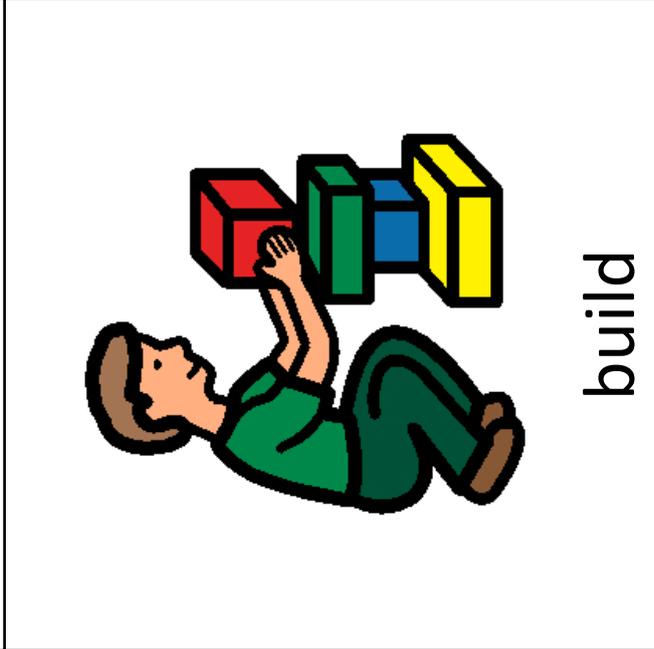
blow



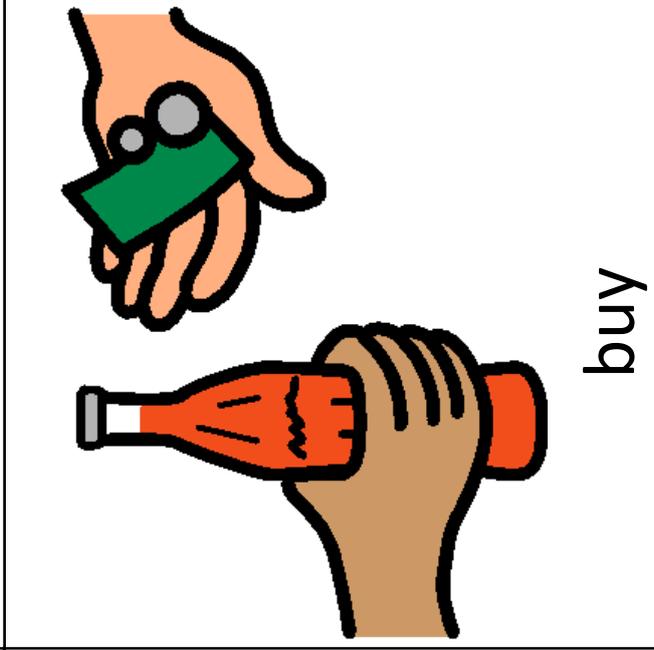
break



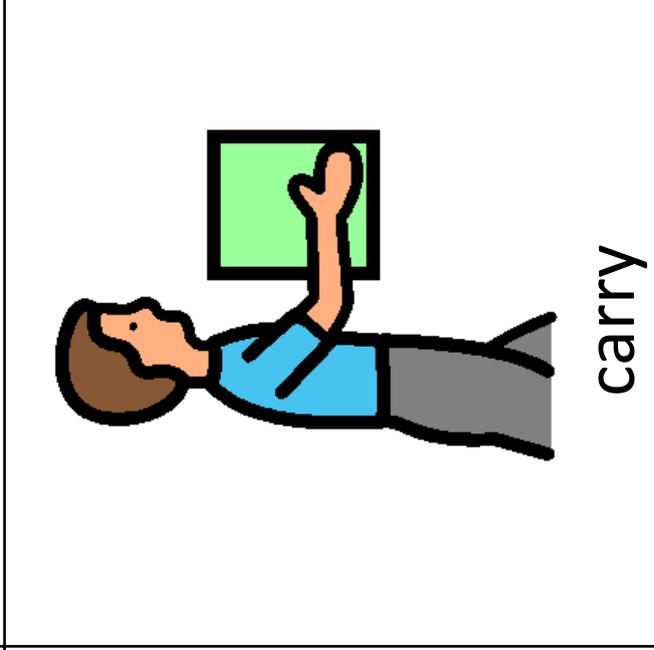
brush



build



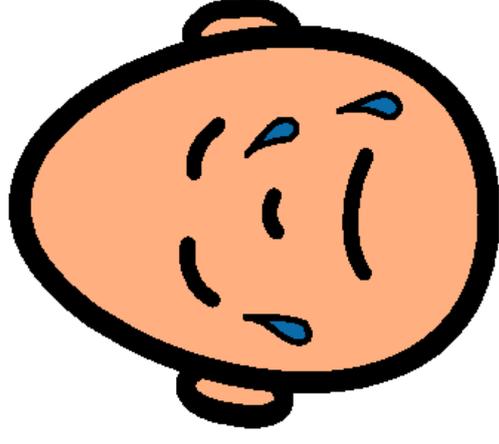
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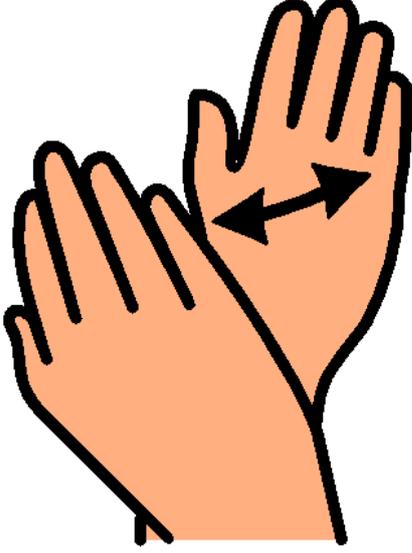
carry



climb



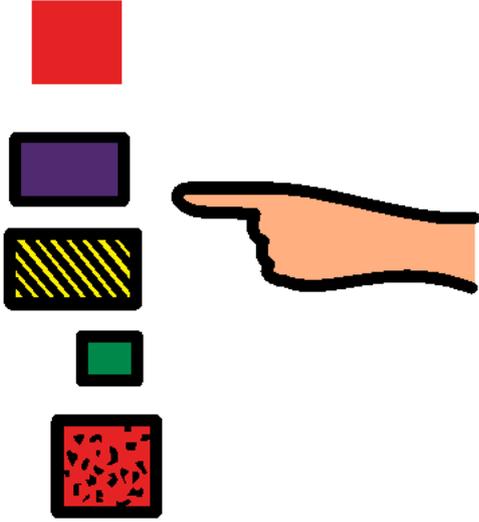
cry



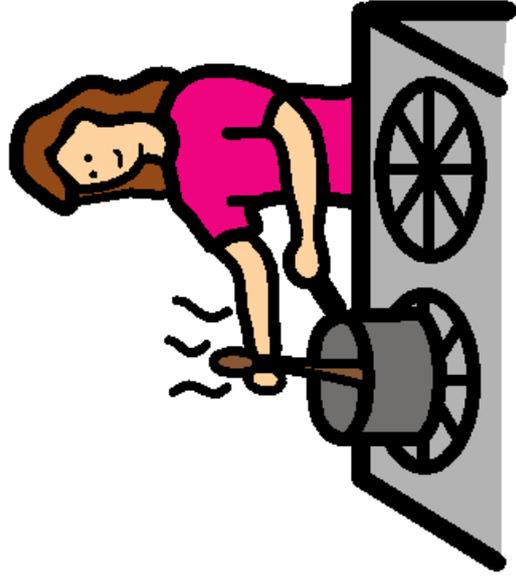
clap



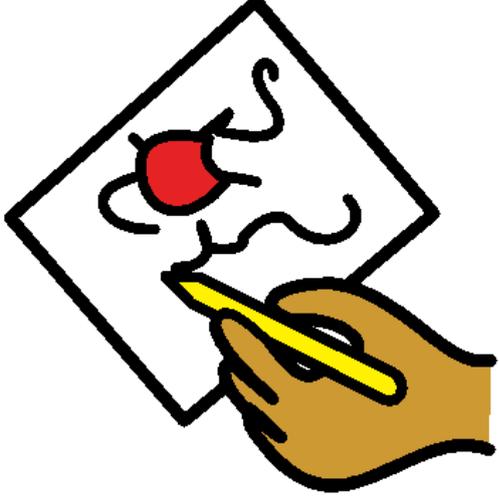
crawl



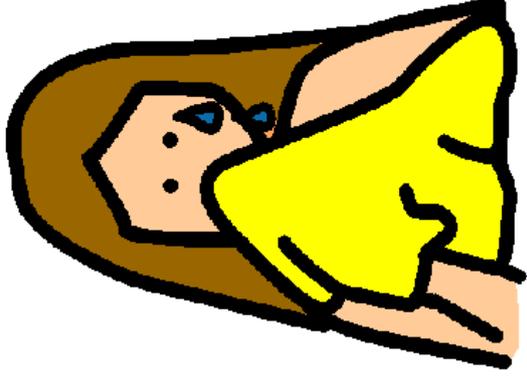
choose



cook



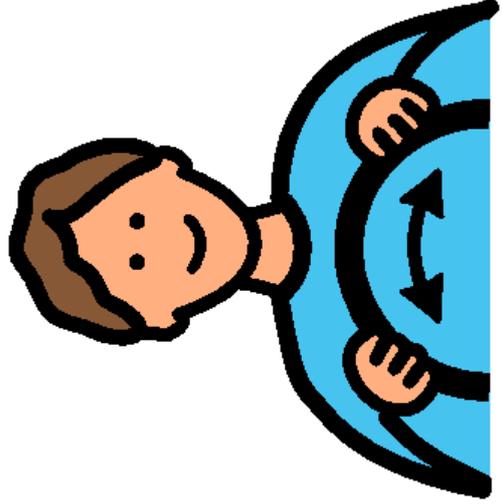
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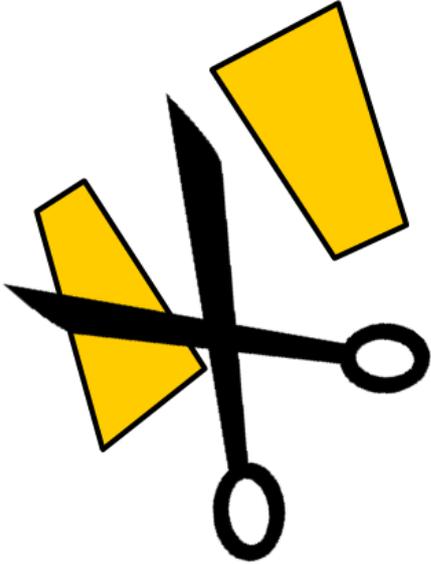
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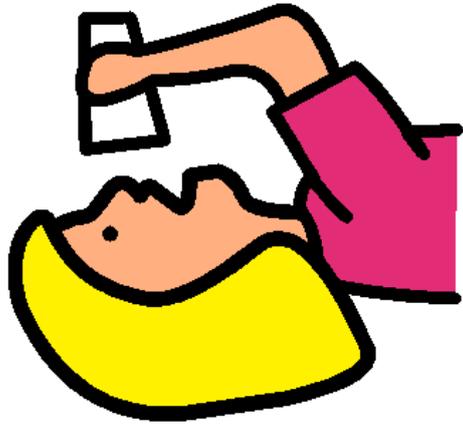
dig



drive



cut



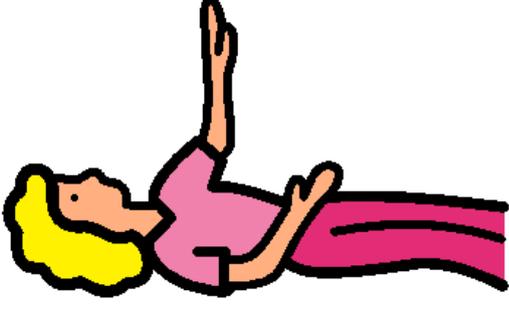
drink



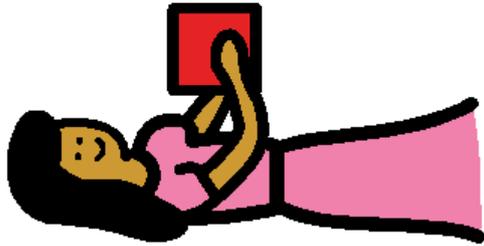
eat



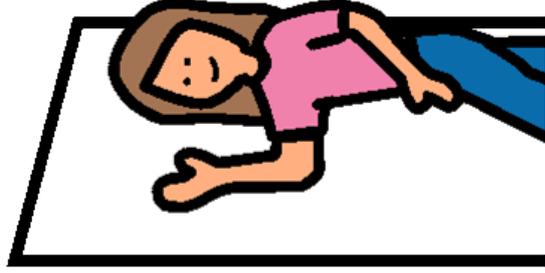
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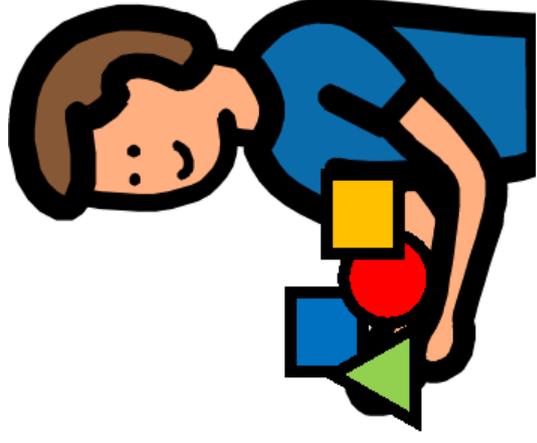
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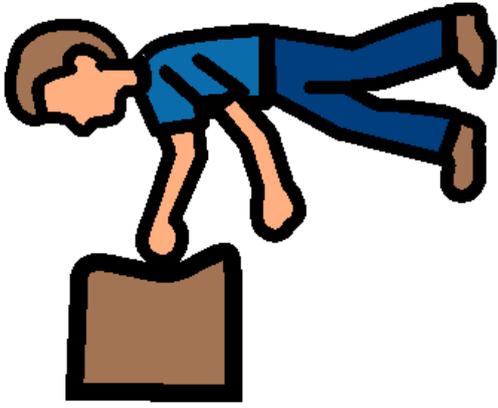
give



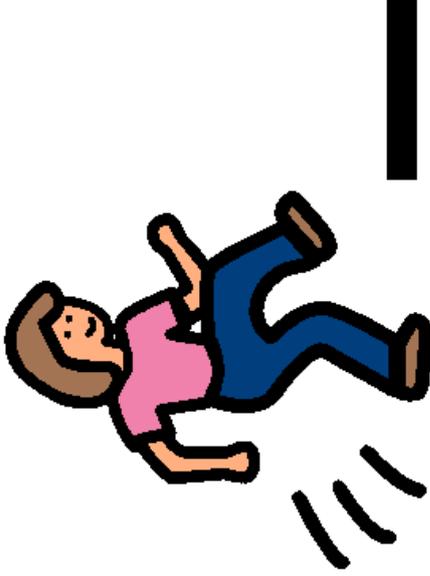
go



have



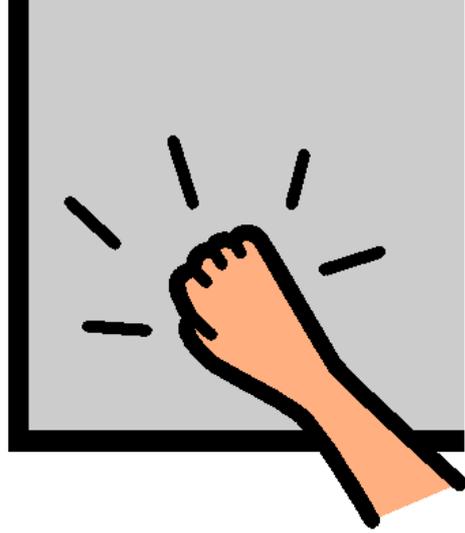
hit



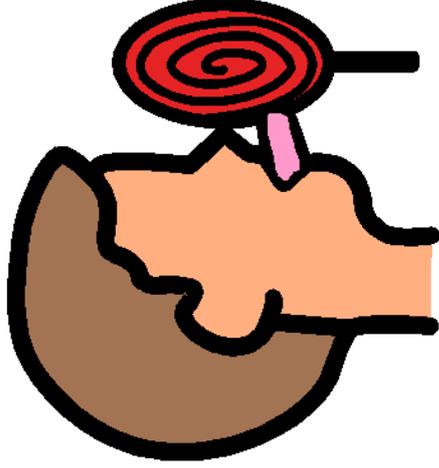
jump



kick



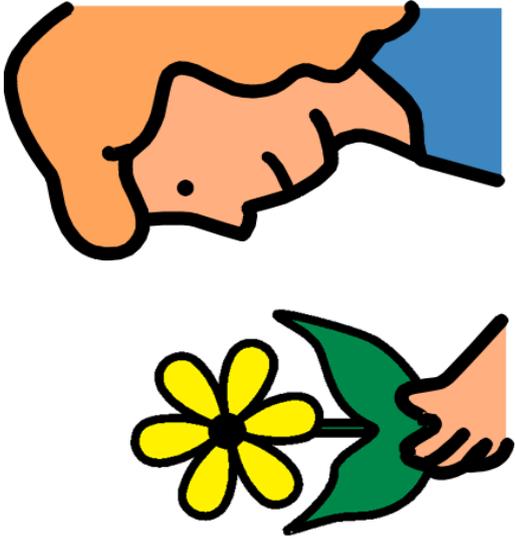
knock



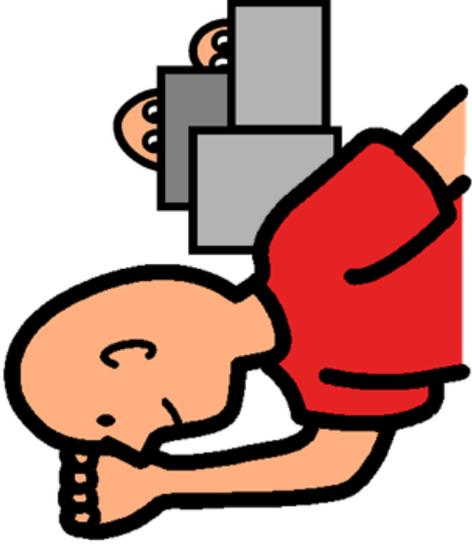
lick



lie down



look at



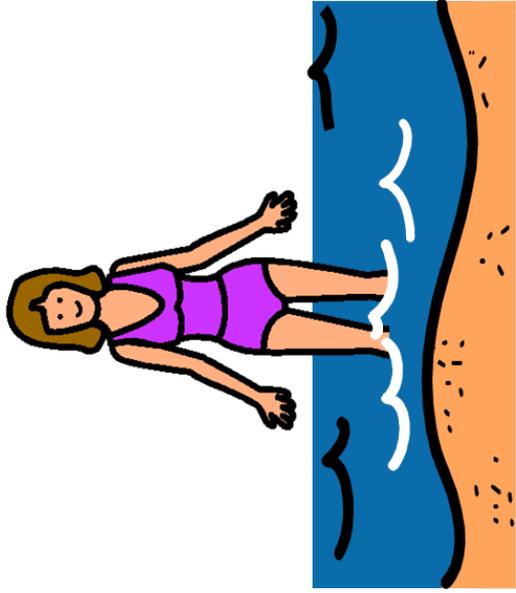
look for



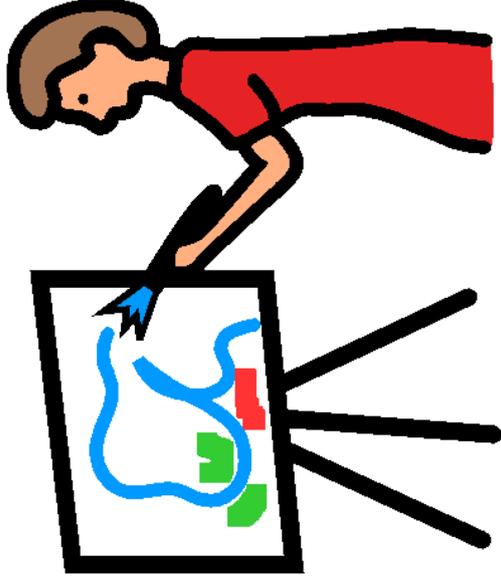
make



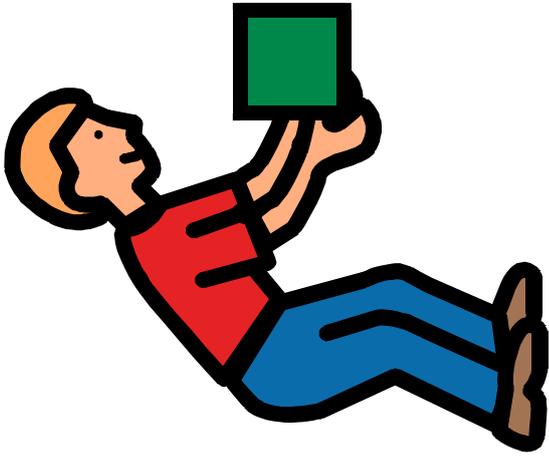
open



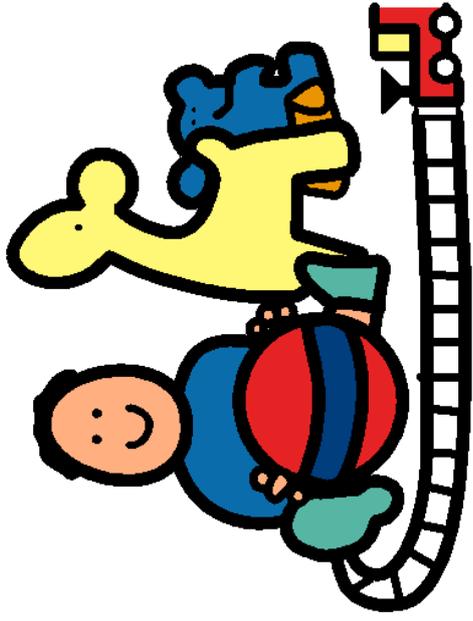
paddle



paint



pick up



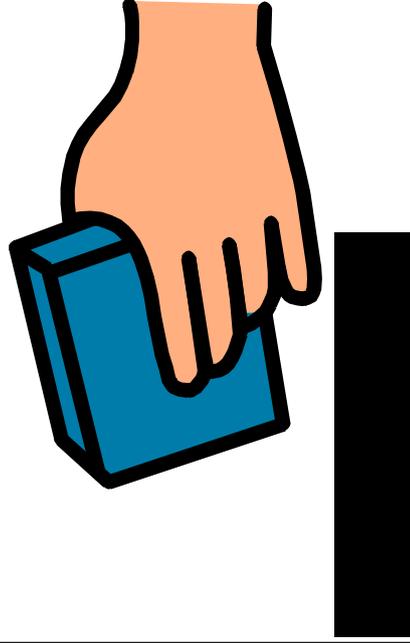
play



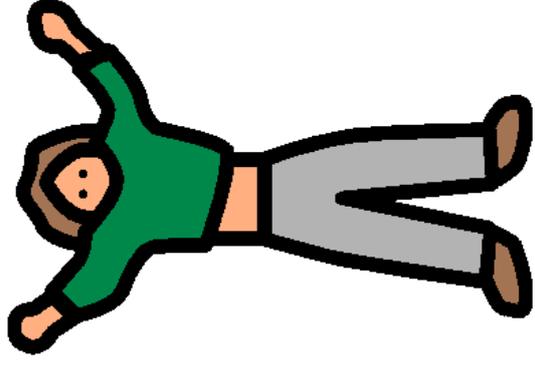
pull



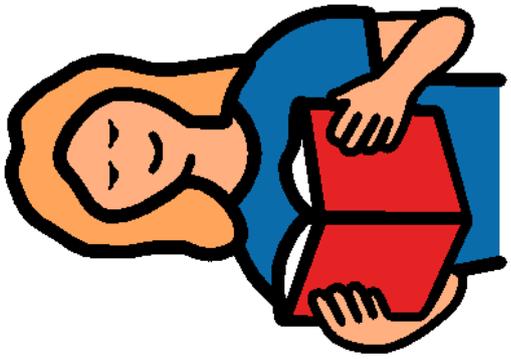
push



put



put on



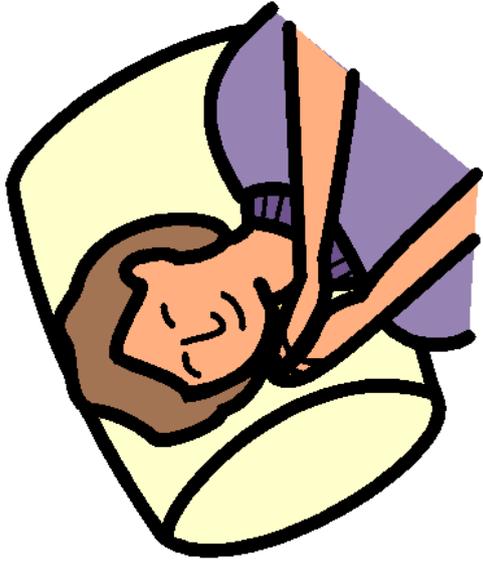
read



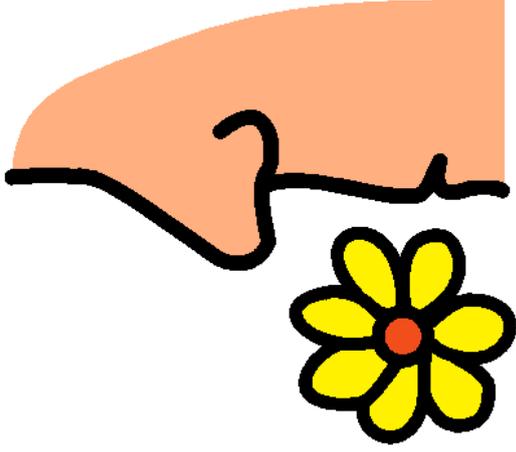
ride



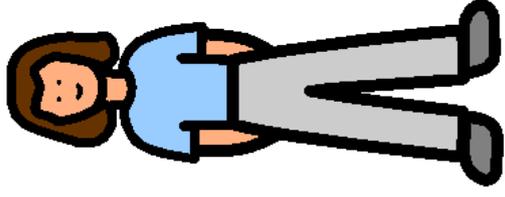
run



sleep



smell



stand