

Combining Enhanced Milieu Teaching and Phonological Recasting

Examples of when to use a strategy:

- If the child is not verbally communicating, use:
 - Mirroring and Mapping
 - i.e., Child: {drives a car around but doesn't say anything}
Adult: {drives a car around} and say "drive the car."
 - i.e., Child: {feeds baby}.
Adult: {feeds baby} "feed the baby."
- If the child is speaking in one-word utterances, use:
 - Expansions
 - i.e., Child: "car".
Adult: "drive car".
- If the child is speaking; however, there are speech sound errors, use:
 - Phonological Recasting
 - i.e., Child: "gig the hole."
Adult: "dig the hole."
 - i.e., Child: "run wion."
Adult: "run lion."

Combining Enhanced Milieu Teaching and Phonological Recasting:

- Several language and speech sound targets are selected for the child based on their performance from the assessments.
- The adult chooses toys that are engaging to the child (Setting up an Interactive Context) and toys that can be used for both modeling Communication Targets and Phonological Recast Targets.
 - i.e., Communication Target: two-word request
Phonological Target: /b/
Toy to use: ball
Combining language and phonological targets: "want ball".

Justification/ Reasoning: Adult and child can take turns throwing the ball in a bucket. This game provides the child multiple opportunities to request (his communication target was two-word requests) and use one of his phonological targets (/b/ as in "ball").