

## Peek-a-Boo Sock Activity

### Materials:

- Various pairs of socks of different colors/designs
- A variety of small toys/objects that can fit inside sock (e.g., toy cars, toy animals, jewelry, watch, chocolate, coins, stickers)



### How to play:

- Prior to session, “hide” one object/toy in each of sock (hide the matching sock nearby)
- Peak child’s curiosity -- “Ohhh, what’s inside?”; have him/her request “Give me” or “Open” to reveal what’s inside sock
- If child needs help taking out toy/object, prompt child to request for “Help”
- Reveal toy/object with increased enthusiasm (“WOW! Peek-a- Boo!) and wait for child to label the object
- Play with toy/object, and ask “wh-” questions
  - E.g., A car →
    - Model appropriate play with car (vroom-vroom, beep-beep)
    - Attributes: Color/design of car, door goes open/shut, wheels go round and round, go/stop, fast/slow, up/down
    - Quantitative Concepts: How many wheels
    - Describing details of car: where is the car’s door?
- Prompt child to find matching sock
- Then, move on to the next sock and repeat.
- Once all finished, play with all of the object/toys together and continue targeting goals
  - Following 1-step commands with fading gesture cues: e.g., Give me car
  - Categorization: e.g., “Find me all of the objects that are red”
  - Understanding Negatives: e.g., “find me an object that is NOT blue”
  - Quantitative Concepts: e.g., “can you give me *one/ some/ all?*”
  - Symbolic Play: e.g., have farm animal go on top of car for a “ride”

Peek-a-Boo Song: <https://www.youtube.com/watch?v=8qvHqIJ4Y3k>

