Domain and goal

- Increased attention to sound
- Responds to name in noisier environments
- Responds to name at greater distances

Activities

Once you have taught your child a goal in a quiet, close listening environment, it is important to transfer that skill into the wider environment. Life does not happen within a metre of your child's ear and it does not happen in a nice quiet room. Yes, you need to teach him up close and in a quiet room. However, he soon needs to learn to listen and comprehend at greater distances and in more noisy environments. Remember to introduce all the goals you have already achieved in a variety of listening environments.

Expect your child to respond under various listening conditions.

- Now that your child knows his own name, it is expected he
 will respond when called even when you are further away or
 the environment is noisier than normal.
 - Inside the house, create a good reason to call your child to come to you from across the room or from another room.
 Some good reasons might be for them to help you with a task, play a game, get a drink for someone, go for a walk, etc. It is important that you do not call your child unless you have a good, interesting reason.
 - Outside the home, expect your child to come to you when you call his name.
 If playing at a park, you could call them to give them a drink, or help them go down the slide. If out shopping, you could call them to help you pick some apples or give the money to the sales assistant.
- Your child now knows sound has meaning and realises sound is important. It is
 now time to add a few more pages to your Sound Book from Week 2. Each page
 you add should be interactive and fun for the child. Each page should contain only
 one target. This week, add a page for the Naughty Pussy Cat song. Draw or paste a
 picture of a cat on the page. On the facing page, put a cat mask with whiskers in an
 envelope. Each time you read the Sound Book, you can take turns wearing the mask
 and saying "meow".

What did your child do?

