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# Speech & Language Development: An overview of components, skills and strategies for enhancement

<ul> <li>SPEECH: The oral-verbal means of communicating.</li> <li>SPEECH: The oral-verbal means of communicating.</li> <li>Areas of Speech include:</li> <li>Articulation: How speech sounds are made <ul> <li>e.g., children must learn how to produce the "s" sound in order to say "sun" instead of "tun"</li> </ul> </li> <li>Voice: Breathing causes the vocal folds to vibrate and produce sound <ul> <li>e.g., overuse or misuse and can lead to hoarseness or loss of voice</li> <li>Fluency: The rhythm of speech</li> </ul> </li> </ul>	<ul> <li>LANGUAGE: An oral, written or gestural shared rule system</li> <li>Components of language include:</li> <li>Phonology: Rules of "sound" combination to create words <ul> <li>-[s], [i], [t] = Seat</li> </ul> </li> <li>Morphology: Rules that govern meaningful sound units <ul> <li>-"-ed" to mark past tense</li> </ul> </li> <li>Semantics: Regards meaning in words, sentences, conversations, etc. <ul> <li>-"course " can be a pathway or a class you take</li> </ul> </li> <li>Syntax: Rules that govern how words are combined to make phrases and sentences <ul> <li>-Determiner + Subject + Verb + Det + Object → "The dog ate the bone."</li> </ul> </li> </ul>
e.g., sound and word repetitions and hesitations disrupt fluency	<b>-Eye contact</b> duration, <b>standing distance</b> from another speaker, <b>turn taking</b>
LANGUAGE COMPREHENSION What we hear, see or read Maintains Eye contact Attends to a speaker 0 to Looks at objects for short periods of time	<b>LANGUAGE EXPRESSION</b> What we say, gesture or write         Cries for attention         Vocalizes a few sounds including coos         Vocalizes pleasure
Looks to sound source/speaker Responds to name May cry/stop crying in response to voices	o 6 Months Varies intonation with feelings Interrupts others with vocalizations
Listens to music Waves, "good-bye" 6 to Understands gesture for being picked up	<b>8 Months</b> Vocalizes in songs and imitation Vocalizes to get attention Produces about four sounds
Performs familiar tasks on request Identifies two body parts 10 to Looks to objects they hear named	Jargons with intent         Says one to two words         Imitates sound combinations

Understand a few action words12 MonthsUnderstands a few prepositions12 MonthsCombines toys in play (e.g., bang a drum with a rod)

Identifies a few common objects Identifies at least four body parts Shows knowledge of familiar verbs (e.g., eat, sleep)

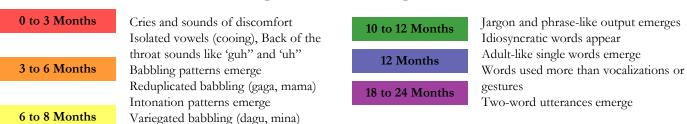
18 Months

Uses words more than gestures Imitates words fairly readily Says 10 to 15 words

Jargons w/ intermittent real words

Verbalizes wants/needs Imitates new words

### Speech Sound Development



## IDEAS TO FOSTER COGNITIVE-LINGUISTIC DEVELOPMENT

### Remember, all activities should match level of understanding & motor skills

TALK to your child as you interact. NAME & BRING ATTENTION to items, actions, and people you see.

Be a good **MODEL.** Use language one "step" above your child's output level (e.g., If your child drop's his/her cup you might say, "Down" "Fell down", "Cup fell down", or "Jacob's cup fell down" depending on his/her output level.)

**REPEAT** what you say as well as activities. Repetition and redundancy facilitate learning.

**RESPOND** to your child's output be it babbles, coos, gurgles, words or phrases. **REPEAT** what infants do. **EXPAND** on your toddler's output, add a word to their utterance. If they say, "cookie" you can say, "Yummy cookie".

**READ** with your child using simple picture books, single photos per page and limited writing for infants. Pictures and text can increase incrementally with age.

**VISIT** new places. **Any place** can be a learning environment. Talk about what you are **doing**, **seeing**, **hearing**, **feeling**, **smelling**, etc. while you are there. With toddlers, **Review** what you experienced when you get home. Tell grandma, sister, dad, cousin...

**SING** songs, recite nursery rhymes, play children's music as appropriate for child's age and interests.

**PLAY** with infants including simple games like "Peek-a-boo" and "Pat-a-Cake". With younger toddlers with **Realistic** toys (e.g., life-sized like kitchen, workbench, house cleaning kit). Encourage them to imitate you. With older toddlers also include **Representational** toys (e.g., doll house, play garage). Act out familiar scenes. Provide **multi-sensory experiences** (e.g., Make a sensory bin with dry rice, dry beans, sand or water and the like. Create an **art center** with crayons, paints, paste & paper).

**ENCOURAGE** toddlers to repeat one to two phrases **from time to time.** Record them talk and let them listen. **GIVE** verbal praise for good talking and good behaviors in general.

### Cueing Hierarchy to Foster Cognitive-Linguistic Growth

\*Cue your child's language output in little steps \*\*\* Try not to talk for them \*\*\* Try to pause...after you ask them something \*\*\* Silence is not a bad thing

\*If you can't understand what they say, try to guess from the context \*\*\* Model likely targets for them \*\*\* Give limited options for response (e.g., Do you want an apple or a banana?")

\*Use cloze-sentence format (i.e., Start the phrase and let them finish) (e.g., "You want the ..." \*\*\* They may say, "cookie".)

\*If starting the phrase doesn't work give them **Sound Cues** \*\*\* First say just the **first sound** then pause...to let them answer. If they give no response then say the **first + second** sound then pause...and so on...(e.g., "You want the "c"....wait for response, "cook"...wait for response...then give them the whole model, "cookie").

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