Play games that require listening and thinking. (e.g. "I Spy": "I spy something that has wings, and fies in the air and is resting on the window ledge right now!") Provide opportunities for backand-forth talk during daily routines. (e.g. at meal-times, during the morning routine, when traveling, at nwu cohi67(1)3 irson 27(s) 3.4 (. ()