



## **Pre-K: Language Modeling**

### **Title: Having Conversations with Children**

While students play in the home center, the teacher intentionally promotes the use of language by engaging them in conversations about planning a picnic.

#### **Frequent Conversation**

- Although the conversations could have ended after only one turn, the teacher maintains and extends a back-and-forth exchange by asking additional questions related to the student's response, "You're bringing your purse to the park, too?" The student responds, "Yes, and we're gonna have a picnic."
- The teacher responds to the students with a variety of follow-up questions:
  - "Is that why we brought our purses?"
  - "But how do we do that?"
  - "Why do we need apples?"
  - "Is it healthy to eat apples at a picnic?"
  - "Why do we need bananas?"
  - "Why do we need cups?"

#### **Open-Ended Questions**

- The teacher asks the students open-ended questions that require more than a one-word response:
  - "Where are you going to go with your purse?"
  - "How are we going to have a picnic?"
  - "What are some things that we need to have a picnic?"
  - "What are some other things?"

#### **Repetition and Extension**

- The teacher frequently repeats the students' responses:
  - "You do have a banana."
  - "The park."
  - "We're going to have a picnic?"
  - "We get some food and we have a picnic?"
  - "We sit down on a blanket and have our picnic."
  - "To eat."
  - "Cups"
  - "The beach."
- In addition to repeating the student's responses, the teacher offers a bit more information or language in the form of questions and comments. For example, the teacher repeats the student's response, "You do have a banana and you have a purse on. This is a beautiful purse."

In classrooms with effective Language Modeling, the teacher provides many opportunities for students to use conversational language and express a variety of ideas. The teacher focuses on the students' attempt to communicate and builds on their contribution with follow-up questions.