

A Communication Friendly Classroom

- 1. Prepare appropriate questions for individuals/groups and aim to use open questions.
- 2. Consider the range and level of questions that can be accessed by different pupils and adjust accordingly.
- 3. Give pupils time to think about answering questions.
- 4. Encourage discussion with peers in advance of feeding back to the group or answering questions.
- 5. Teach pupils to ask for help, using supports for this, such as prompts.
- 6. Check for understanding, perhaps involving other adults in the class.
- 7. Be clear in your use of non-verbal body language and facial expressions.
- 8. Always use a pupil's name before an instruction to 'cue them in'.
- 9. Ensure they are looking at you and attending before giving an instruction. Try to ensure that the pupil is listening to what you are saying and listen to them when they are talking to you, so that you model good listening.
- 10. Give instructions one at a time if necessary and in sequential order. Keep them short and simple.
- 11. Ensure the pupils are in a position where they can see and hear you clearly.
- 12. Think carefully about grouping and who they sit with. They need exposure to language and you could team them up with a buddy who will talk to them helping to develop vocabulary and more complex sentence structures.
- 13. Try to avoid seating pupils next to an open window or doorway where noise and disruptions may make it harder for them to pay attention and concentrate.
- 14. Make a visual representation of information being presented, for example, while telling a story the learning support assistant could make stick drawings. Pupils can then use these for sequencing or a memory jogger afterwards. Encourage pupils to do this for themselves as they get older.
- 15. Provide a personal dictionary with basic curriculum vocabulary. Preteachvocabulary; teaching assistants can help with this. Give out a list of new

vocabulary (with definitions) at the beginning of every term. There should be repetition and lots of opportunity to hear new vocabulary.

