

Let's Teach that

"I like **THAT**!" "What's **THAT**?" "**THAT** is funny!"

THAT is a useful word for referring to an object, person, event, or idea. It helps learners make choices, ask questions, and comment without needing to name everything.



FIND

Find the word in the vocabulary. **THAT** can be an article or a determiner, so it will typically be a pink or white word. It is often located on the DETERMINERS page of many vocabularies. If you can't find **THAT**, use the Word Finder feature to learn where it is.

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INTRODUCE

Use **THAT** in context and try to explain it at the learner's level. Modeling, touching the word in the vocabulary as you say it, may help. Here's an example: "We can use **THAT** to show which thing we mean. I like **THAT**!" Point or look toward an item as you model. "**THAT** book looks interesting. Let's read it!"



MODEL

Model the word throughout the day, touching **THAT** in the vocabulary anytime you say it.

"I want **THAT**." "What's **THAT**?" "Look at **THAT**!" "**THAT** is funny." "I don't like **THAT**." "Let's try **THAT**."



ENCOURAGE

Create activities to provide lots of models and practice with **THAT**.

Book: Make a photo book called *Look at That!* Include interesting pictures chosen with the learner. Model "Look at **THAT**!" or "What is **THAT**?"

Game: Explore a mystery bag together. As you reveal each object, model "**THAT** is interesting." or "I like **THAT**!"



EXPECT

Create opportunities for the learner to say the word. Make sure to wait, and look so they know it is expected.

Share an interesting or funny moment. The learner might comment "**THAT** is funny" or "I like **THAT**."

Explore something unfamiliar together. The learner might ask "What's **THAT**?"

