

PEEK A BOO

Introduction

Peek A Boo is a traditional game for very young children. It can be as simple as placing two hands over the face and opening the hands and saying, *Peek A Boo; I see you* or you can create a *Peek A Boo* program with any authoring software program. *Peek A Boo* is a beginning literacy activity that is very predictable and enjoyable for all young children.

Materials

- Computer
- *BuildAbility*
- Switch Interface and Switch (optional)

Ahead of Time

- Create a *BuildAbility* activity using children from the classroom. Have children record their voice saying their first name (e.g. *Carol, Tim, Mark*).
- Take digital pictures of each child. Copy each photo into *BuildAbility*.
- Record the following: *Peek A Boo I see*
- Make several different versions of this activity based on the different numbers of choices presented on the page. For example: Insert an object in the center of the page, when the child clicks or activates a switch to start the program (using Drawmation) a set of hands will appear and the child will hear *Peek A Boo, I see....* The child will activate the mouse or switch again and a classmate photo will appear and saying their name.

Introductory Activity

Introduce the activity by reading the book *Peekaboo, Baby* (D. Patrick).

Computer Activity

Introduce the computer activity to the children. Encourage children to explore the program and to find out what happens when they activate a mouse or switch. By associating the picture with the computer sounds, animation, and the real objects, children will begin to learn that the communication intent has a meaningful experience.

Extended Activity

Focus on the repetitive words of the activity. Play rhyming games with words or names from the activity. Play a matching or concentration game with the children.

Summary

A simple authoring activity, which focuses on repetitive words, can capture children's attention and elicit desirable responses. By combing the computer activity with real materials and books, children can communicate their choices and enjoy the activities.