

Say2Play First Words Playbook

10 tiny games that grow vocabulary at home — no flashcards, no screens.

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The pain (and the fix)

Kids learn words fastest when they hear them, say them, and play with them — in short, joyful loops. The hard part isn't "teaching vocabulary." It's getting enough real turn-taking in the day without turning play into a quiz.

Say2Play is a recordable talking ball: you (or your child) record a word or short phrase, shake it, hear it play back, then pass it. That loop — hear → say → move → laugh — is how early words stick. This playbook gives you 10 games that use that loop. You can play most of them with your voice alone. The ball just makes the turns irresistible.

Important: Say2Play is an educational play tool, not a treatment or medical device.

10 first-words games

1. Echo Ball

Record a single first word ("ball," "more," "mama"). Toss. Child shakes and hears it. You model once, then wait.

2. Choice Shake

Record two options ("apple" / "cracker"). Child shakes and "picks" by pointing at what they hear. Builds word → meaning.

3. Name the Move

Record an action ("jump," "spin," "clap"). Playback = do the move. Motion locks the word in.

4. Family Voices

Each caregiver records the same word. Kids hear one word in many voices — great for generalization.

5. Animal Parade

Record animal sounds or names. Shake → make the animal. Expand to "big dog," "tiny cat."

6. Feelings Check-In

Record "happy," "mad," "tired." Child shakes and matches the face. Early emotion vocabulary.

7. Grocery Guess

At the store (or with pantry items), record one food word. Find it together after playback.

8. Bedtime Soft Words

Record a calm phrase (“I love you,” “sleep tight”). Soft volume. Ritual beats drills.

9. Sibling Pass

Older sibling records a target word. Pass the ball. Shared play beats “therapy homework.”

10. New Word of the Day

One fresh word daily. Record it morning, reuse at dinner. Consistency beats quantity.

How to make words stick faster

- Keep turns short. One word. One shake. One laugh. Then again.
- Wait 5–10 seconds after playback before helping. Silence invites attempts.
- Celebrate any try — a sound, a gesture, a look — not just a perfect word.
- Use your child’s real life words (pet names, favorite snacks), not a random list.
- Repeat the same 5–8 words for a week before adding new ones.

Ready for the ball?

Get Say2Play at peak-ed.com/product-page/say2play — \$24.99. Record. Shake. Play. Build vocabulary in the moments you already have.