


# Eat and drink


I




want




biscuit



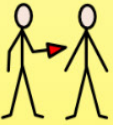
help



eat



you



stop




fruit



water



drink



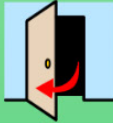
good



like




open



yogurt




hungry



more



not




juice



milk




thirsty



# Washing


I




want



brush




help



hot



you



stop



wash



water




cold



good



like



dirty



dry




towel



more



not



clean



wet




soap



# Dressing

Grid

I




want



dress



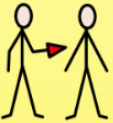
on



hot



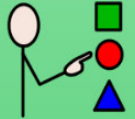
you



stop



choose



jumper



cold




good




like



off



wear




sock



more




not



coat



trousers




shoe



# Going places

Grid

I



want



later



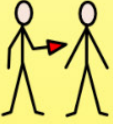
go



walk




you



stop




bus



car




there



good



like



home



school




park



more



not



play



shop




drive



# Sleeping

I




want




time



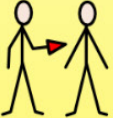
then



hug



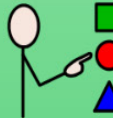
you



stop




choose



read




tired



good



like




story



night




sleep



more



not



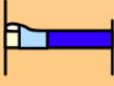
dream



teddy




bed



# Toilet

I



want



toilet




need



tissue




you



stop



wipe



flush



pants



good




like



sit



dry




wee



more




not



bottom



wet




poo



# Shopping

Grid

I




want



find



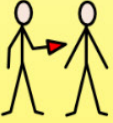
in



bag




you



stop




choose



clothes




pay




good



like



buy



food




money



more



not



trolley



shop




basket



# Cooking

I




want



cut



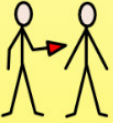
in



hot



you



stop



cook



knife



cold



good



like




pour



food




stir




more




not



peel




saucepan



oven



I




want



work




help



count



you



stop




draw



read



look




good




like



easy



listen




idea




more



not




difficult



write




think



# Singing

Grid


I



want



again



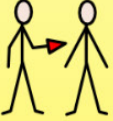
go



quickly




you




stop




sing



row row



slowly



good



like



Old Macdonald



head shoulders




loud




more



not



different



twinkle




quiet



# Cars

I



want



beep



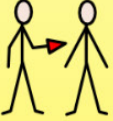
go



quickly




you



stop



bus



car



slowly



good



like



home



school




crash



more




not




push



driver




drive



# Music

I



want



tambourine



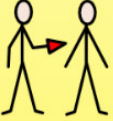
go



quickly



you



stop




drum



shaker



slowly



good




like



bells



listen




loud



more



not



bang



shake




quiet



# Ball

Grid


I



want



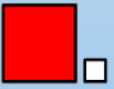
again



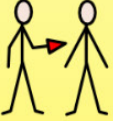
go




big



you



stop




throw



ball




little




good




like




bounce



roll




up



more



not




catch



skittle




down



# Drawing

Grid

I




want



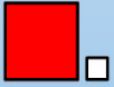
cut



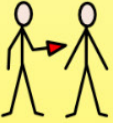
then



big



you



stop




draw



face



little




good




like




body



arm




leg




more



not



colour



hand




foot



# Reading

Grid

I



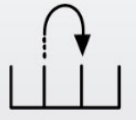
want



again




then



turn page



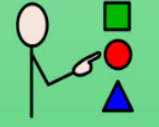
you



stop




choose



read



look




good




like




story



listen




book




more



not



different



funny




picture



# Trains


I




want



beep




go



quickly



you




stop




track



train



slowly




good



like



bridge



build




crash



more




not




push



driver




drive



# Bubbles

Grid


I



want



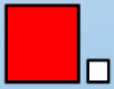
again



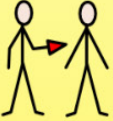
go



big



you



stop




blow



bubbles



little




good




like




open



pop




up



more



not




catch



fun




down



# Pretending

Grid


I




want




brush



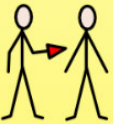
on



eat



you



stop




wash



clothes



drink




good



like




off



dry




sleep



more



not




dolly



teddy




bed



# Craft

Grid

I




want



cut



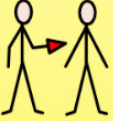
on



crayon



you



stop



draw



paper



sticker



good



like



stick



pen




glitter




more



not




colour



make




picture



# Building

Grid


I




want



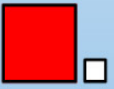
again



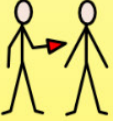
help




big



you




stop




brick



tower



little




good



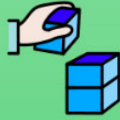
like



off



build




break



more



not



push



fall




tall



# Playdough

Grid

I




want




cut



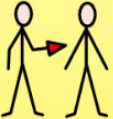
help



big



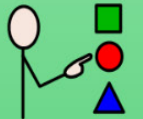
you



stop




choose



knife



little




good



like



open



roll




cutter



more



not




push



playdough




rolling pin



# Balloons

Grid

I



want



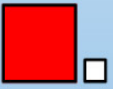
again



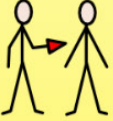
go



big



you




stop



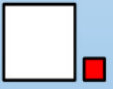
blow



balloon




little




good



like




let go



tie




up



more



not




catch



fun




down



# Mr Potato

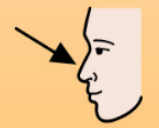
I




want



nose




in



bag



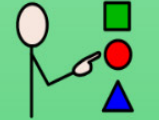
you



stop



choose



mouth



glasses




good



like



eyes



arm




hat




more



not




ear



funny




shoes



# Dressing up

Grid

I




want



dress up



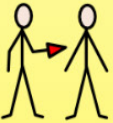
on



mask



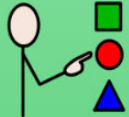
you



stop



choose



clothes



glasses




good




like



off



wear




hat



more



not



pirate



wizard




princess



# Sand


I




want



again



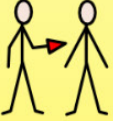
in



funnel



you



stop



toys



water



bottle



good



like




pour



dry




stir



more



not



dig



wet




sand



# Water

I




want



again



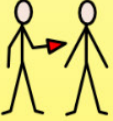
in



funnel



you



stop



toy



water



bottle



good



like



pour



dry




stir




more



not



push



wet



boat

