

## Light Up Phones EY10980



A delightful addition  
to any setting.  
Set of four  
rechargeable light-up  
phones.  
Ideal for promoting  
talk and boosting  
language and  
communication.  
Perfect to create a  
language-rich  
environment.



The phones can be used from 10 months and over. Here are some examples of ways to use the phones. If you have any brilliant ideas of ways to use them and would like to share them with us, please get in touch. We'd love to hear from you.



## Role-play Scenarios



Through play scenarios children develop understanding of communication in different contexts. Children will love listening to their own voices and hearing the sounds they can make.



Model conversations and encourage children to hold the light up phone to their ears and mimic the sounds created.

Use simple phrases like “Hello”, “Bye-bye” or “How are you?” to model language.

Pupils can pretend to call family members, friends or favourite characters.

They can copy adults and take turns to make phone calls. Encourage pupils to engage in real and imaginative conversations.



Encourage children to create their own scenarios. Who will they call?

- The Pizza shop to order a pizza
- Phone the doctors or dentist to make an appointment
- Contact their favourite superhero to send them on an adventure
- Speak to their grandma and tell her what has been happening
- Report a magical discovery
- Book a room in a hotel or a table at a restaurant

Talk about different phone calls we make and why. Role-play how to answer the phone respectfully and what to say and not to say.

Discuss when and where it's appropriate to use phones e.g. not during meals.

Use the phones to practise difficult conversations or to help pupils regulate by focusing on the glowing buttons and breathe deeply to keep calm. Encourage them to express their feelings and share their opinions.



## Exploration & Investigation



Let the children explore and discover.

Use the phones in a dark den or near a light panel and see how the phones glow.

Press the buttons to make the phones light up and play sounds.

Role-play conversations. Who is speaking? Pretend to be different characters from books.

Encourage them to speak and hear their own voice helping them to build confidence with their pronunciation of words and enjoy language.



The touch activated number buttons light up when pressed. Use this feature to teach cause and effect. Children can learn that by pressing the buttons light is turned on. Discuss how technology responds to our interactions.



The tactile handsets allows children to hear their own voices clearly and will help motivate them to want to explore spoken language and learn new vocabulary.

Children can participate in small groups or have one-to-one discussions, offering their ideas and expressing their feelings. Sentences can be modelled, and sentences built up. Sit facing each other and take turns to speak.

Pupils will be able to hold conversations, learning how to listen attentively and respond to what they have heard.

Use the phones to interview people and learn about different people, cultures and communities.

Get the pupils to use the phones to give and receive directions. They can pretend they are calling to book a taxi and give the directions or describe their location to the caller to be able to find them and pick them up.



## Maths and Literacy



Incorporate counting games by numbering the buttons and getting the pupils to press the buttons in a sequence while counting aloud.

Number familiar objects and get the children to call the objects on the phones by pressing the correct number. For example, "Let's call the teddy bear. What number do we need to press?"

Ask number sentences and children respond by pressing the number answer on their phones. Encourage pupils to ask their own number problems for a friend to solve.



Label the buttons with letters or simple words and practise letter recognition or spelling by pressing the corresponding buttons. For example, "Can you phone me by spelling cat?" "You can call me using line c."

Use the phones during story time sessions. When certain events happen in the story children can press the buttons or if they have a question for the character in a story they can press the buttons to ask it and find the answers.

Talk on the phones using recently introduced vocabulary from topics, stories, non-fiction texts, rhymes or poems. Use the new words to build understanding and help with any misconceptions.

Develop storytelling using the phones to create short narratives about adventures, animals and magical places. For example, "There was once a dragon who lived in a cave. The cave was lit in red." The phone is then made to glow red.

Make a Phone Book with colour sequences for telephone numbers that relate to a named character that the children can contact. Record messages from phone calls the children make. This is great for early reading, writing and maths.



## Light Up Phones EY10980



Make learning fun and interactive.  
Enjoy exploring language together.  
Keep communications positive and playful and responsive.



There are many engaging activities to try. We hope you enjoy using the Light Up Phones.

