Max’s sister Ruby tries to teach him to say his first word: cup, broom, fish, egg, chair, apple. Max finally says, “Delicious!”

**New words and sounds your baby might learn:**
bang, cup, broom, fish, chair, apple, yum-yum, delicious.

**Before:**
- Pick up the book say, “Here is a book. Let’s read.”
- Sit with your baby in your lap so he can see the book.
- Let your baby explore the book any way he wants to. He will even learn about it by putting it in his mouth.
- When he is older, ask your baby to take the book off of the shelf. Describe what he is doing. “You are getting a book for us to read.”

**During:**
- Relate the pictures in the book to real objects. Show him some of the same objects that Ruby shared with Max. Name them for your baby. “Here is Dad’s cup. It’s like Max’s cup.”
- Point to Max and name him. Help your baby find and point to Max on each page. “That’s Max. Turn the page. Where’s Max now? There he is!” You can do the same with Ruby. This helps him connect pictures with words.

**After:**
- Remember to give your child the names of things that are important in his life. “Here is your spoon.” “Let’s get the soap for your bath.”
- Always make learning words fun. He wants to learn. You don’t have to insist that he talk.
- Make a book for him and title it, “_____’s Book of Words!” Take photos of people and things your baby is learning the names of. Use those photos or cut pictures out of magazines.

Try some of the ideas above. Continue to use your own imagination during book play, too. Have fun with the book and enjoy your time together.

_Family And Child Education_
first_word is an array of char. that type is char[MAX_LENGTH+1]. When evaluated as an expression, pointer to first element(&first_word[0]). C-String is a sequence of characters ending with a NUL character. So, first_word will have the type char * (a pointer type) in many contexts, you could e.g. assign it to a pointer like char *foo = first_word. Still, evaluating to a pointer doesn't mean it is a pointer. The operators sizeof, _Alignof and & evaluate to very different results when used on an array vs. used on a pointer.