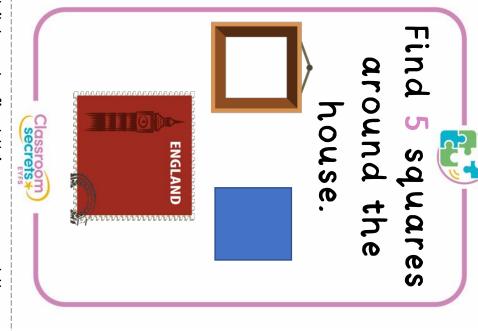
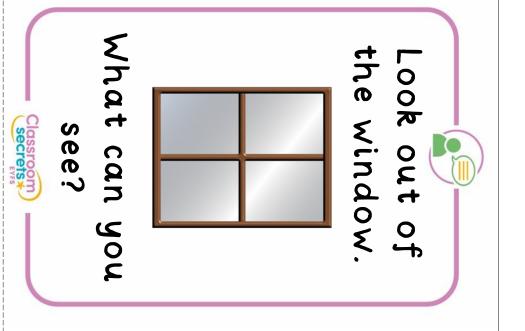


Encourage the use of different colours. Question what colours are being used. Encourage the recognition of what has been drawn.



Children to find things around the house that are square. Ask questions such as: What other shapes can you find?



Look out of the window, encourage the use of positional language. There is a bird on the fence. The car is in front of the garage.





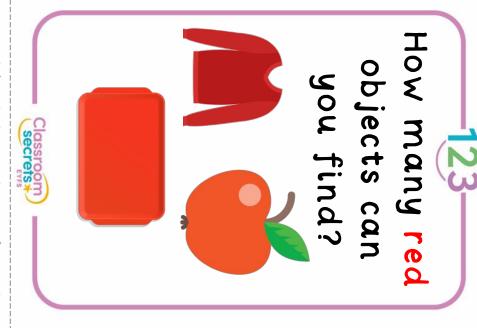


What did you do?

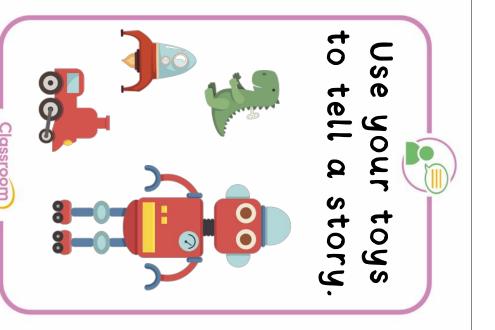
Encourage the use of time related language. For example: first, then next.

Classroom

When tasting, talk about the smell, taste and texture.



Once objects have been found, encourage the counting. Giving one number name to each object. Challenge further by asking: What is one more? What is one less?



Once the story has finished, ask questions about the story, or questions that will extend the story. What happens to (character)? Why did they do?







Talk about who is in your 'family'. Talk about what they do to help, e.g. Grandma sometimes makes me tea at her house.

Talk about a favourite holiday.



Talk about a holiday or trip you have been on. Talk about what you did and why that might be your favourite trip/ holiday.

How many star jumps can you do in 30 seconds?

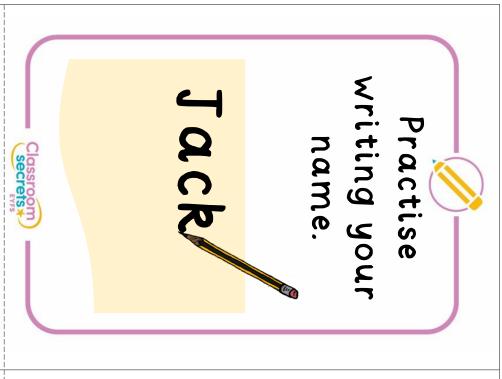




Can you beat your record?

Talk about how long 30 seconds is. Did it feel like a long time? Can you count your own jumps?





Talk about what the name starts with (the letter itself and capital letter). Children may want to trace their name first, then have a go at writing it independently.

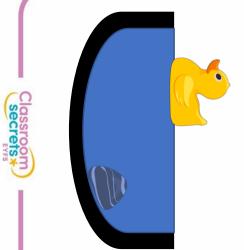
Draw a picture.

Explain what you have drawn.

Classroom)

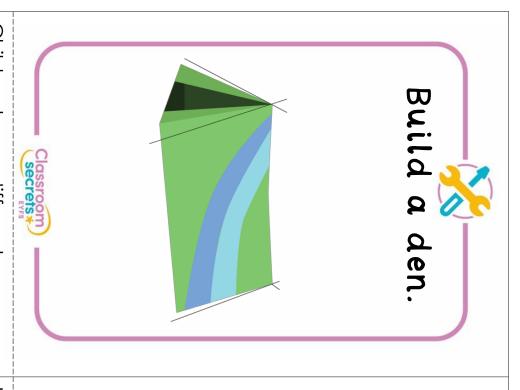
Encourage the use of different colours. Question what colours are being used. Children to explain and describe their picture.

Find 5 things that float and 5 that sink.

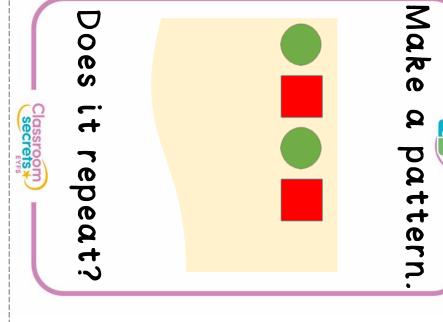


Talk about what **float** and **sink** mean. Before putting them in the water, ask the children to make a prediction about whether it will float or sink.





Children to use different household materials to make a den. Talk about what you have used to make the 'den'. Whilst in the den, you could share a story.



Use different objects to create a pattern. Children may want to print their objects on paper with paint, or create a row of objects on a table. Describe the pattern.



Where were you hiding?

Encourage the use of positional language to explain the hiding places used in the game, e.g. I was hiding under the table.





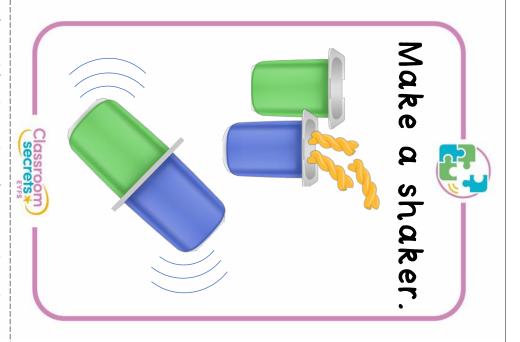
I remember when.

about who was there. Is it a good memory? Why? describe their memory. Think memory. Encourage children to Take it in turns to talk about a

> game together. Play a board



smallerê Has the number got bigger or have you/I landed on? have you/ I rolled? What number Count the spots on the dice. What



singing familiar nursery rhymes. make a shaker. Use this to make Using dried pasta, rice and pots, music. Children could use it whilst



Other Ideas

Playdough

example baby oil, shampoo or tea tree oil. An old classic! There are many recipes available, this is our favourite. Consider adding different smells, for

2 cups of plain flour
Half a cup of salt
2 tablespoons of cooking oil
2 tablespoons of cream of tartar
1 to 1.5 cups boiling water

Cornflour gloop

liquid again! We recommend setting up gloop in a shallow tray or a large dinner plate. the drippy texture run through their fingers and can also attempt to roll a quick ball before it falls into a runny Children love to explore cornflour both dry (beware, it is very messy!) and mixed with water. Children enjoy feeling

Shaving foam

name, writing simple words, writing numerals and so on. This works well in a shallow tray and is ideal to encourage children to practise their letter formation, writing their

lines, etc For younger children, it's a good activity for using their preferred 'pointy finger' and making simple zigzags, swirly

