

S10 SHAPES

(As explained at the beginning of this manual markers can come in all shapes, sizes and colours. For this game start with two different shapes e.g. "hands" and "spots")

Children stand on their own marker and draw around the shape of it with a finger to identify the shape they are standing on (e.g. hand or spot)

On a signal from the adult children move in and out of all the markers and each other in a way designated by the adult

When the adult calls "Find your shape" the child stands on any marker which is the same shape as his/her own.

This could be developed by the adult holding up one shape and children stand by the same shape on the floor.

(This game could also be used to help children identify simple mathematical shapes e.g. circle, square, triangle.)

S11 SPECIAL SPOTS

Children choose two different markers or pieces of soft equipment and make up their own "special spot" (e.g. a frog beanbag sitting on a lily pad spot!)

On a signal from the adult the children move in and out of all the special spots and other children without bumping into them. When the adult calls "home" children move back to sit with their "special spot" in front of them.

(This game encourages creativity. Language development can also be encouraged by asking the child to talk about his/her special spot .)