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PLAYKIT GAMES

for Early Learning
playgroup facilitators



AN EARLY LEARNING SOCIAL FRANCHISE

Masks

Masks can be used to tell stories, sing songs and play pretend games.

HOW?

TELLING STORIES: Use masks to play different characters in your story. Use a different voice for each character. Invite children to participate by giving them a mask too. For example: Ask them what the 'lion' might say.

SING SONGS: Use masks when singing songs. Children can also participate by using masks and bringing them to life in song and dance.

MAKE BELIEVE GAMES: Encourage children to have conversations by pretending to be certain characters using masks.

WHY?

CHILDREN LEARN:

- ★ To imagine
- ★ To have conversations
- ★ Lessons and language through stories



Finger Puppets

Finger puppets can be used to tell stories, sing songs and play pretend games.

HOW?

TELLING STORIES: Place the puppets on your fingers and use finger puppets to play different characters in your story. Use a different voice for each character. Invite children to participate by giving them a finger puppet too. For example: Ask them what the 'pig' might say.

SING SONGS: Use the finger puppets when singing songs. Children can also participate by using the finger puppets and bringing them to life in song and dance.

MAKE BELIEVE GAMES: Encourage children to have conversations by pretending to be certain characters using finger puppets.

WHY?

CHILDREN LEARN:

- ★ To imagine
- ★ To have conversations
- ★ Lessons and language through stories
- ★ Social skills



Matching Feelings

This is a matching game where a child matches the 'feeling' on the round face to the 'feeling' on the square face.

HOW?

- › Set out the square cards in a line
- › Ask the child to match and place the round faces either ABOVE or BELOW, or NEXT TO or ON TOP OF the square faces
- › Ask questions to extend learning

WHY?

CHILDREN LEARN:

- ★ To recognise squares and circles
- ★ To match same with same
- ★ To follow instructions
- ★ Spatial concepts like ABOVE..., BELOW..., ON TOP OF..., NEXT TO...
- ★ To talk about the different feelings they see on the faces



Memory Game

This is a memory game where a child has to practise watching and remembering.

HOW?

- > Take 2 circle faces and the matching square faces
- > Set them out by matching the squares with the circles and talk about the feelings
- > Then turn the circles over to hide the feeling faces and move them around
- > Ask the child to see if they can remember where the matching faces are
- > Turn the circles over to see if they have remembered correctly
- > Once the child has achieved this, ADD a third (and later fourth) circles and square
- > Ask questions to extend learning

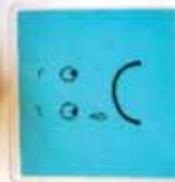
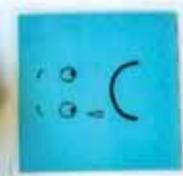
NOTE: The red, green, yellow and blue colours can be used to help the child to remember

WHY?

CHILDREN LEARN:

- ★ That they can concentrate, watch and remember
- ★ About the different feelings they see on the faces
- ★ To match things





Match Numbers

This is a game where children match numbers using round discs and square cards

HOW?

- > This game encourages children to match either
 - ... *Number with numbers (this helps with number recognition)*
 - ... *Dots with dots (this helps with counting and pattern recognition)*
 - ... *Numbers with dots (this helps with counting, pattern recognition and number recognition)*
- > Set out the square cards in sequence 1, 2, 3, 4
- > Give the child the round discs
- > Ask them to match the number on the round discs with the correct number on the square card
- > Ask them to position that cards using words like ABOVE..., BELOW..., ON TOP OF..., NEXT TO...

WHY?

CHILDREN LEARN:

- ★ To recognise numbers and patterns
- ★ To count
- ★ Sequencing of numbers
- ★ Spatial concepts like ABOVE..., BELOW..., ON TOP OF..., NEXT TO...



Numbers Tower

Children build a tower using square cards and round discs following a number sequence.

HOW?

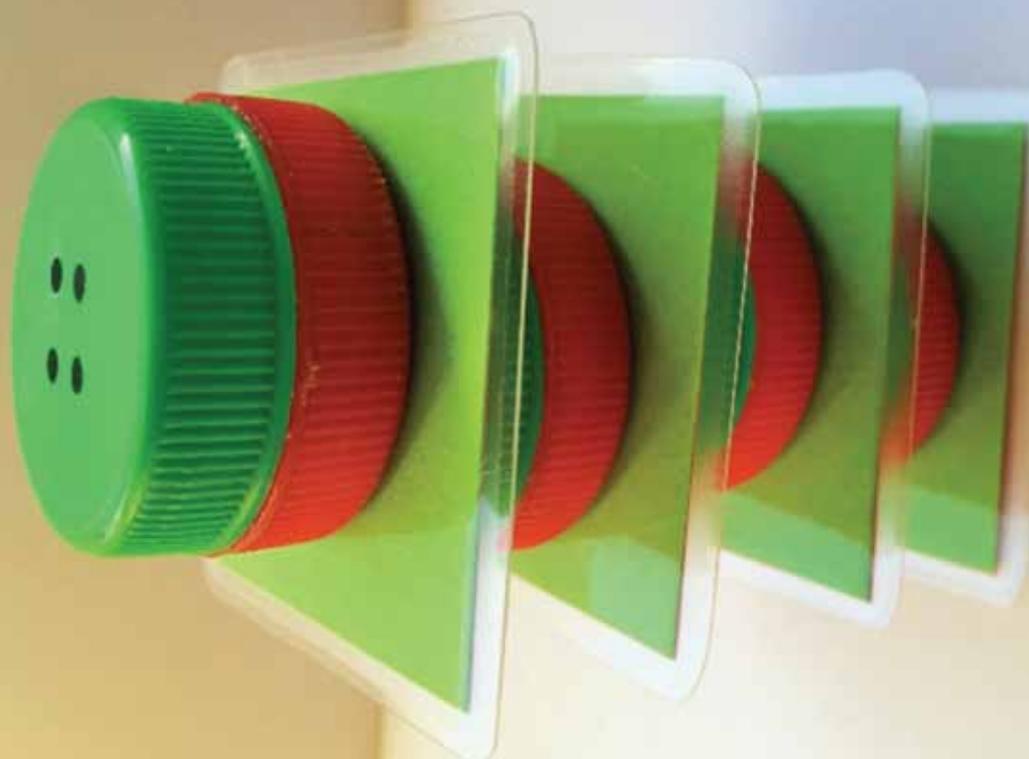
- > Say that you are going to build a Numbers Tower together
- > Invite the child to find the square card and round disc that represent the number 1
- > Place this as the bottom of the tower
- > Now ask the child which number comes after 1
- > Encourage them to find the square card and round disc that represent the number 2
- > Invite the child to place these on top of number 1
- > Repeat until all square cards and round discs have been used

WHY?

CHILDREN LEARN:

- ★ To recognise and sequence numbers
- ★ To build and balance and position items
- ★ Hand eye co-ordination





Stacking Sizes

Children learn to stack discs of different sizes on a peg.

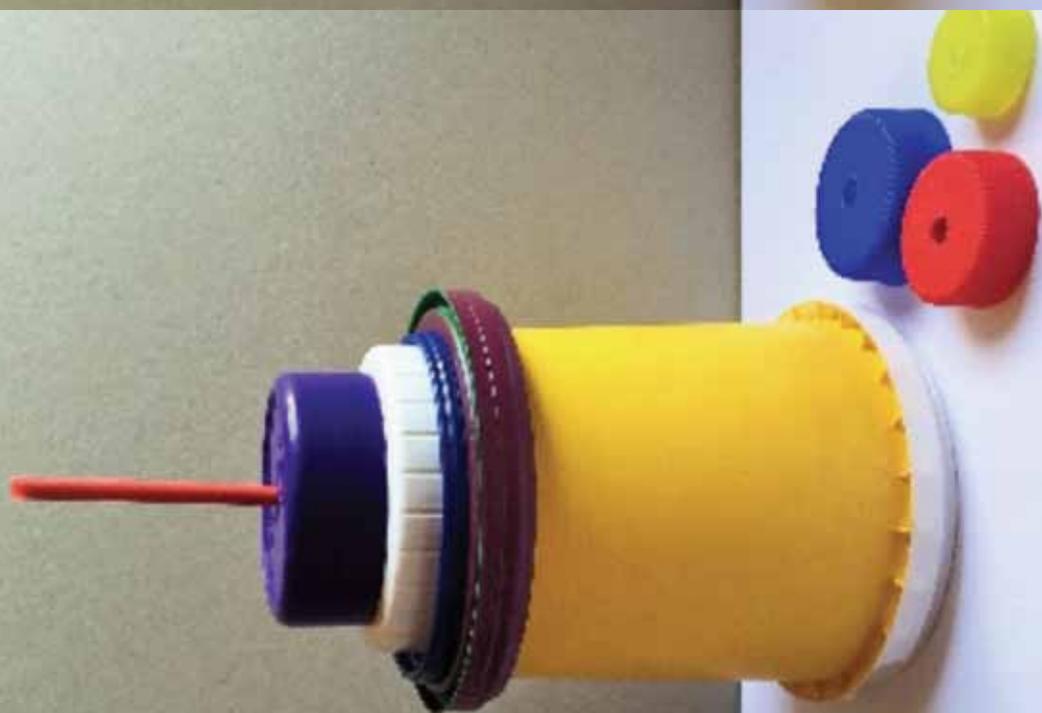
HOW?

- > Take all discs off the peg
- > Look at the different sizes and talk about them
- > Use words like BIG, BIGGER, BIGGEST, SMALL, SMALLER, SMALLEST
- > Ask the child if they would like to stack the discs, putting the biggest one at the bottom and the smallest one at the top
- > Talk about the different colours as they stack
- > Ask questions to extend learning

WHY?

CHILDREN LEARN:

- ★ About size and colours
- ★ Language to describe size and colours
- ★ Fine motor skills when placing the discs on the peg



Stacking Colours

Children learn to stack discs of different colours on a peg

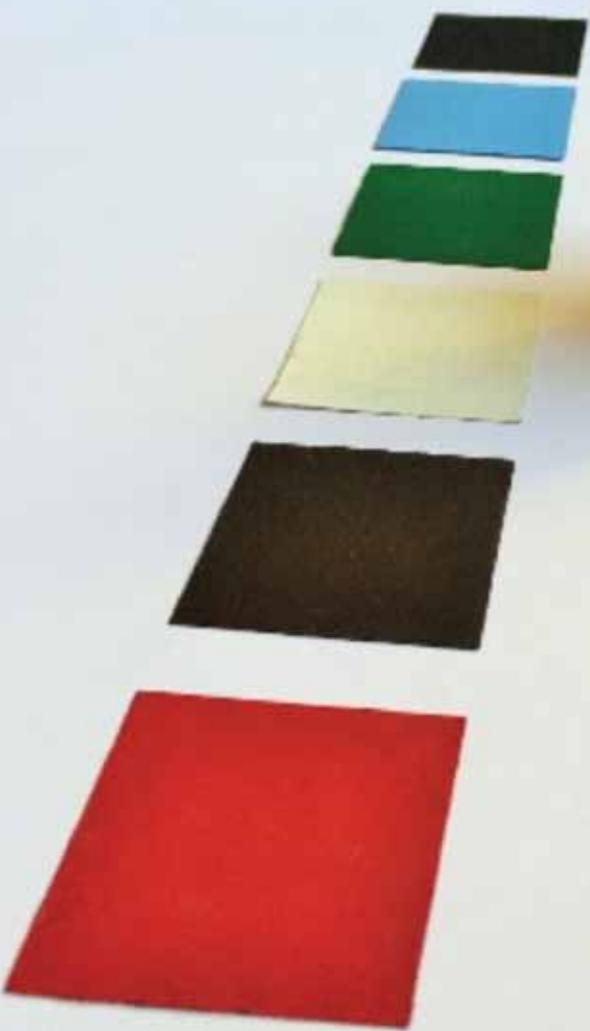
HOW?

- > Take all discs off the peg
- > Look at the different colours and talk about them
- > Now place the coloured squares in a vertical row
- > Ask the child to stack the coloured discs in the same order as the coloured squares
- > Change the cards around and repeat
- > Ask questions to extend learning

WHY?

CHILDREN LEARN:

- ★ To copy a sequence
- ★ About colours
- ★ Fine motor skills when placing the discs on the peg



Boat Threader

Children thread laces through the holes in the boat to attach coloured discs to the side

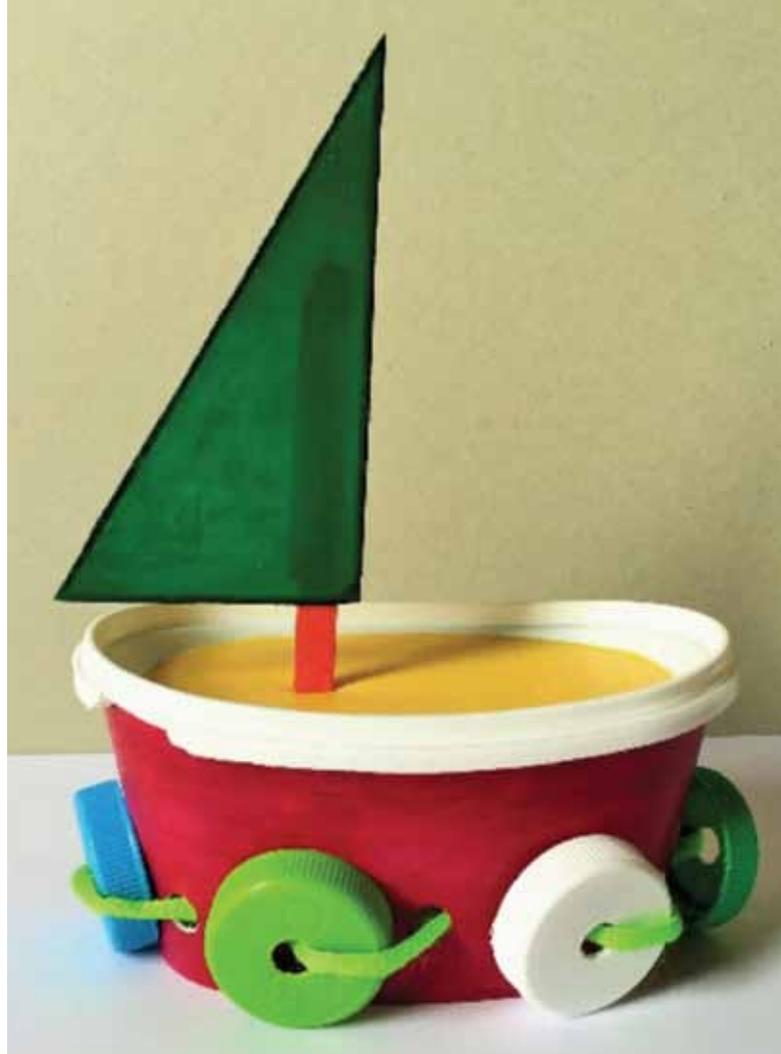
HOW?

- > Take out laces and coloured discs
- > Show children how to do the activity
- > Start by threading the lace through any hole from the inside of the boat until the blue disc acts as a stopper
- > Use words like in and out and through (inside and outside)
- > When the lace is on the outside, thread the lace through another disc and back into the boat
- > Thread the lace to come back out of the boat and continue by adding another disc
- > Continue until all discs have been threaded onto the side of the boat
- > Share stories about boats
- > Ask questions to extend learning

WHY?

CHILDREN LEARN:

- ★ Fine motor skills of threading into small holes
- ★ Using both their hands together
- ★ How to attach things
- ★ About colours
- ★ About boats



Shoe Laces

Children learn to tie a shoe lace AND thread around the edge of the shoe.

HOW?

- > Use the shoe lacer to show children how to tie a shoe lace
- > Allow them to try
- > Ask questions and support them as they do it
- > Invite children to thread the green lace around the edge of the shoe
- > Share stories about shoes and shoe laces
- > Ask questions as they work and extend learning

WHY?

CHILDREN LEARN:

- ★ Fine motor skills of threading into small holes
- ★ Using both their hands together
- ★ How to attach things
- ★ About colours
- ★ About shoes and shoelaces



Skittles

Children throw a ball / beanbag in order to knock skittles down.

HOW?

- > Assist children to set up a row of skittles
- > Decide with the child how far away they would like to stand from the row of skittles
- > Talk about distance using words like NEAR, NEAREST, FAR, FURTHER
- > Encourage the child to take a ball and aim for the skittles
- > They can choose to either throw or roll the ball
- > Show them how to do it if necessary
- > Have fun and ask questions to extend learning

WHY?

CHILDREN LEARN:

- ★ About distance
- ★ Words that describe distance like NEAR, NEAREST, FAR, FURTHER
- ★ Physical skills like throwing and rolling
- ★ Turn taking with other children





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