

House and Keys

What should be included:

- House with keys
- Beads (in container)
- Bead pattern cards
- Bead stands
- Dot stickers
- Sticker pattern strips
- Flashlight
- Number & Letter cards
- Book – ***Busy Bots***

Play Plan:

Begin play by allowing your child some time to just explore the house with keys. If you feel like your child wants a little more time playing with the house before you begin to use it for directed play, feel free to hide some little items in the house and have your child unlock the doors to find what you hid 😊.

- **House With Keys:**

- **Unlock The Pattern** – To begin, use the house to lock a bead pattern card behind each door. Then give your child the container of beads, and the bead stand to place the beads on, that will match the bead pattern card that is hidden behind each door. Then have your child unlock one door at a time and fill the bead stand with the pattern card found inside the house. When your child has finished one card, have him/her remove the beads from the stand and place them back into the container. Then your child is ready to unlock another door and fill another pattern card. Continue this process until all doors have been opened and pattern cards have been filled.
- **Extend A Pattern** – To begin, take the bag with the sticker pattern strips and stickers in them and remove all of the contents of each bag and lock it behind each of the doors of the house. Then give your child the house and have him/her unlock one door at a time and remove the sticker pattern strip and the stickers for that strip. Help your child read the pattern on the sticker strip and then use the stickers provided to extend that same pattern.*It is helpful to **read** the pattern each time before your child places the next sticker in the pattern. Continue opening one door at a time and helping your child extend each pattern until all 4 doors have been opened and all 4 pattern strips have been completed.

Book Activity:

Read the book **Busy Bots** and just talk about what you see in the book and how each of the “Bots” is made out of different objects.

- Then look at the pictures (at the bottom of each page) of the objects that can be found in the Bots. See if your child can find each of the objects on the BOT. *Some Bots have multiples of an object that makes up that Bot, if there are more than one, have your child count how many. Example: OCTOBOT has 2 circular saw blades, 2 nuts and 6 curved springs.
- After you have had fun finding and counting all the parts that make up each Bot, go back to each page and show him/her the name of each of the Bots. You are now going to be helping your child work on identifying the difference between a “**word**” and a “**letter**”. Show your child the Bots name at the top of the page and explain that this Bot’s name is what we call a “**word**”. Then point to just the first letter of the name and explain that this is what we call a “**letter**”. (Explain that all words are made up of letters.) Example: “OCTOBOT” is a word and “O” is a letter (the first letter of the word OCTOBOT). Then you can play some games with the letters in the word – how many “O’s” do you see in the word OCTOBOT, what is the last letter in the word OCTOBOT, etc. *Continue similar activities with the other Bot names.

***Manipulating letters and words (and knowing the difference) will be something your child will be working with during his/her Kindergarten instruction.**

Big Body Movement:

- **Flashlight Games:** Before you begin, allow your child to have some time to explore the flashlight – the games will be much more successful 😊
 - **Spot To Spot** - Shine the flashlight on the floor and have your child stand in the light “**spot**”. Then take the flashlight and move it to shine a spot (not too far away) and have your child jump from where he/she is standing (the previous light spot) to the new light spot. Continue to move the flashlight around the play area having your child jump from spot to spot.
 - **Animal walks** – This game begins like the game above, however, now when you shine the flashlight to make a new light “**spot**” move it farther away from the spot where your child is standing. This time name an animal walk for him/her to do to get to the new light spot.
 - **Bunny Hop**
 - **Frog Jump**

- **Dog/Cat Crawl**
- **Bear Crawl**
- **Crab Crawl**
- **Alligator Crawl**
- **Dinosaur Stomp**
- **Shine a Number/Letter-** Lay out Number or Letter cards (or some of both) around your play area and then shine the flashlight on a card. Have your child go and pick up the card in the light “**spot**” and bring it back to you and tell you what the name of that letter/number is on the card. *A fun variation of this game and one that your child will enjoy, is to let him/her have a turn with the flashlight. You name a number/letter and have your child walk around and shine that specific number/letter with the flashlight.

These are just a few suggestions. A child learns best through play and hands on experiences, feel free to be CREATIVE and have FUN 😊!