

# Bean Dig

## What should be included:

- Upper case magnetic letters
- Magnetic board
- 4 Matching sheets (lower case letters & pictures)
- Tub of beans
- Number cards (#1-10)
- Balloons
- Table cloth
- Book – **Bluey**

## Play Plan:

- **Bean Dig** – To begin, spread out the table cloth and dump the beans from the bag into the plastic container. Let your child have a little time to explore the beans (your child may want to get some of his/her small toys to hide/find in the beans -this is what we do with your child at preschool 😊). When you feel your child is ready for directed play using the beans, try the following activities:
  - **Upper case/Lower case Letter Match**- Take the upper-case magnetic letters and hide them in the tub of beans. Then give your child the magnet board with one of the sheets of lower-case letters on it (it just lays on top of the magnetic board and will stick to it when your child begins to put the letters on the board). Have your child dig through the beans and find a letter, as he/she finds each letter have him/her see if it has its matching lower-case letter on the magnetic board. If it does have a match place the upper-case letter on top of the lower-case letter, if it does not have a match your child can just lay it on the table cloth. Continue this process until all the lower-case letters have been covered. \*Make sure to use both sheets of lower-case letters so that your child has a chance to practice finding a match for all 26 letters – however, you do not need to do both in the same play period.
  - **Letter/Picture Match** - Take the upper-case magnetic letters and hide them in the tub of beans. Then give your child the magnet board with one of the sheets of pictures on it (it just lays on top of the magnetic board and will stick to it when your child begins to put the letters on the board). Before your child begins to find the letters in the beans, take time to name all the pictures on the page so your child will know what letter matches each picture. Now have your child dig through the beans and find a letter, as he/she finds each letter have him/her see if it has a picture on the board the begins with that letter. If it does have a match place the upper-case letter on top of the picture, if it

does not have a match your child can just lay it on the table cloth. Continue this process until all the pictures have been covered. \*Make sure to use both sheets of pictures so that your child has a chance to practice finding a match for all 26 letters – however, you do not need to do both in the same play period.

### **Book Activity:**

**\*NOTE:** Bluey books provide many life lessons. Bluey and Bingo are always making up games out of “everyday” situations and even more importantly the grown-ups in the books often join in and create a fun family activity. The stories address issues faced by many parents and children, as well as, show realistic human relationships and life experiences. They even address several self-regulation lessons, such as: taking turns, resolving conflicts and coping with “Big” emotions. Through Bluey’s adventures the value of family and what it means to love, learn and support one another is brought to life.

- Read the **Bluey** book to your child. Just looking at the pictures and talking about the you see and listening to the story. For Following reads, have your child:
  - Talk about what can be learned from Bluey and her adventure
  - Relate what happens in the story to your child’s life

### **Big Body Movement:**

- **“Keepy Uppy”** – This game is trying to bat a balloon up into the air and continue hitting it so that the balloon doesn’t hit the floor.
  - **Read a Number** – Using the number cards show a number to your child and see if he/she can count and bat the balloon that many times in a row without letting the balloon touch the ground. Continue this until you have used all the number cards.
  - **Buddy Batting** – This game is played with you and your child taking turns batting the balloon back and forth without it hitting the floor. See how long you can keep it going by counting the number of times you bat it. Example: You bat it (say 1), your child bats it back (say 2) and continue counting until the balloon hits the floor. \*For a variation, you can also play this game using the alphabet instead of numbers. Example: You bat it (say “A”), your child bats it back (say “B”) and continue saying the alphabet until the balloon hits the floor.
- **Balloon Hop**- For this game have your child hold the balloon between his/her knees and hop. You can use the number cards in two different ways in this game.
  - First, you can show your child a number card and have him/her try to hop that many times without the balloon coming out of his/her knees.

- Second, you can lay the number cards out around your play area. Then call a number out and have your child try to hop to that number without losing the balloon and then from that number you would call out another number for him/her to jump to next. Continue this until all the numbers have been called.

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