

Design A Game

Purpose: To encourage sensory motor activity, body awareness, motor planning and to foster creativity

Materials: various loose parts to create a game with such as blocks, balls, ropes, etc.

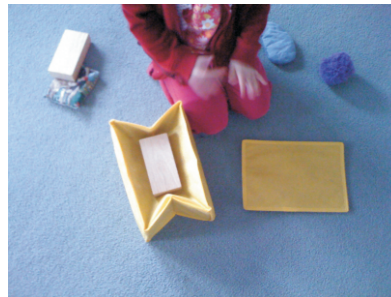
Activity: Provide each child playing with a bag or box of loose parts. Here are some examples:



Give the child at least 5 minutes to use all of the parts in the box to create a game. For example here is what some children came up from the above boxes:



Try to knock the blue circle chip off without knocking over the shovel.



Try to stuff the objects around the block to make the box level.



Try to throw the ball into the box without knocking into any other items.

Once all the games are ready, the children can take turns trying each other's games. Try placing different materials in the boxes such as small objects (i.e. dice, spinning tops, wind up toy, checkers, etc.) to practice fine motor skills or outdoor objects (i.e. sidewalk chalk, rock and stick).