

Activity Ideas: Shape Size and Colour

1. Play the game in pairs with one partner using the space bar and return key and the other the mouse and keyboard.

Notes: The symbols used in the software are for land, sea and air, large, medium and small, and the colours yellow, blue and pink. You can expand on these and use the symbols to 'design' a monster or mythical creature to be drawn, modelled or painted to direct movement and dance activities. In either case the symbols will encourage the children to use their imagination but also to record and/or plan the artwork or movements using a symbol 'sentence'. In one of my first trials I used the symbols on table tennis bats to direct a music and movement session – and found the resulting activities a lot of fun.

2. Now think about how you can improve upon the above activity suggestions. We want you to create a specific Preschool Activity with a Home Activity that goes with it as an extension (it may be included in the 'Things to Do' menu that is included in the software). Complete a 'Home Activity' sheet now and we will type these up and get them back to all of you by Monday to use with your parents.

3. Now take a look at the draft Land of Me "lessons" and adapt and/or extend the activity and make some initial notes on one of the 'Preschool Activity Templates'. You can draw on the resources in the Activity Books and on the 'Things to do pages' accessed via the scissors symbol on the software. We would like you to develop the activity further back in school, try it out, and then let us have the completed template along with a picture of the children engaged in the activity to post on the website with your school logo and accreditation.

Remember the priority is always to maximise the sustained shared thinking between the child and an adult or another more capable child and to encourage the use of symbol substitution (on and off screen). The text editing facility also has the potential to provide a powerful tool for peer tutoring from older pupils and we are particularly interested to hear about any work you do along those lines..

Note: The Home Activities will link to the Preschool Activities online through a new link ('Do'), that will follow 'All', 'Make', 'Listen', and 'Watch'.

Activity Ideas: The World Outside

1. Play the game in pairs with one partner using the space bar and return key and the other the mouse and keyboard.

Notes: One of the Tylers Green activities suggests creating stories about journeys that might be happy, sad or funny. Encouraging children to consider the 'feeling states' of others is important and there is potential here for some rich activities. Feel free to use different symbols for the faces – and use the symbols in the software to represent story choices that involve the 'Beach', 'Dessert' and 'Artic', 'Daytime', 'Nighttime' and 'Evening' and 'Hot, 'Stormy' (windy), and snowy weather. Before telling their story the child might draw a picture from it with each of the relevant symbols they have chosen labelled below it as a symbolic 'sentence'.

Additional symbols could be adopted to include schema Trajectories (vertical, horizontal, throwing, jumping), Connections, Transportations, Rotations, Enveloping and Containing, Transformations and Scattering.

The other Tylers Green suggestion might be applied in preparing the children for an environmental visit (or adventure) to e.g. a local woodland. Note: 'Things to do' includes and 'Adventurers Log Book'.

2. Now think about how you can improve upon the above draft activity suggestions. We want you to create a specific Preschool Activity with a Home Activity that goes with it as an extension (it may be included in the 'Things to Do' menu that is included in the software). Complete a 'Home Activity' sheet now and we will type these up and get them back to all of you by Monday to use with your parents.

3. Now take a look at the draft Land of Me "lessons" and adapt and/or extend the activity and make some initial notes on one of the 'Preschool Activity Templates'. You can draw on the resources in the Activity Books and on the 'Things to do pages' accessed via the scissors symbol on the software. We would like you to develop the activity further back in school, try it out, and then let us have the completed template along with a picture of the children engaged in the activity to post on the website with your school logo and accreditation.

Remember the priority is always to maximise the sustained shared thinking between the child and an adult or another more capable child and to encourage the use of symbol substitution (on and off screen). The text editing facility also has the potential to provide a powerful tool for peer tutoring from older pupils and we are particularly interested to hear about any work you do along those lines..

Note: The Home Activities will link to the Preschool Activities online through a new link ('Do'), that will follow 'All', 'Make', 'Listen', and 'Watch'.

Activity Ideas: Making Things

1. Play the game in pairs with one partner using the space bar and return key and the other the mouse and keyboard.

Notes: There are so many ways to do 'floating and sinking' One of the Tylers Green plans suggested using the same materials as in the software and using slate as rock. The first priority for me might be to make sure the children notice the force of 'upthrust' – that's because I have a science background – but you may well prioritise something quite different. A rich 'Design and Technology' approach would involve making shelters in different (or difficult) places. This game also lends itself to lots of fun building structures with jelly and other materials, on slime, mud and goo...

To make jelly building blocks simply mix two one pint packets of jelly powder with only one pint of boiled water (don't use cold water). Then pour into a lightly oiled tray and put into the fridge. When set cut out in cubes and dust in cornflower.

2. Now think about how you can improve upon the above draft activity suggestions. We want you to create a specific Preschool Activity with a Home Activity that goes with it as an extension (it may be included in the 'Things to Do' menu that is included in the software). Complete a 'Home Activity' sheet now and we will type these up and get them back to all of you by Monday to use with your parents.

3. Now take a look at the draft Land of Me "lessons" and adapt and/or extend the activity and make some initial notes on one of the 'Preschool Activity Templates'. You can draw on the resources in the Activity Books and on the 'Things to do pages' accessed via the scissors symbol on the software. We would like you to develop the activity further back in school, try it out, and then let us have the completed template along with a picture of the children engaged in the activity to post on the website with your school logo and accreditation.

Remember: The aim of this activity is not to provide the children with established scientific explanations of why some things float and others sink. At this stage the emphasis should be on suggesting (testing and improving) their own ideas (or theories) and not upon any 'right answers'. All of their ideas must be accepted as valid and their **reasoning** encouraged.

Remember: The priority is always to maximise the sustained shared thinking between the child and an adult or another more capable child and to encourage the use of symbol substitution (on and off screen). The text editing facility also has the potential to provide a powerful tool for peer tutoring from older pupils and we are particularly interested to hear about any work you do along those lines..

Note: The Home Activities will link to the Preschool Activities online through a new link ('Do'), that will follow 'All', 'Make', 'Listen', and 'Watch'.

Activity Ideas: Rhythm and dance

1. Play the game in pairs with one partner using the space bar and return key and the other the mouse and keyboard.

The Tyers Wood activity concerned with Granny Olive's life could be adapted to provide a dance activity using the Land of Me symbols in the process of recording (and planning) choreographies.

2. Before choosing your next dancer click on the 'beamed note' symbol in the adult prompt box and choose a song – browse to your MP3 file and the software will do the rest.

Notes: If you use iTunes and would like to play a song that is saved in your iTunes library simply go to the edit menu and click 'Import settings' and under 'Import Using' select 'Mp3 Encoder' then for any track in your music library you can right click and select 'Create MP3 Version'. Many other format problems are easily solved with a free download Switch audio file converter:

<http://www.nch.com.au/software/audio.html>

3. Now think about how you can improve upon the above draft activity suggestions. We want you to create a specific Preschool Activity with a Home Activity that goes with it as an extension (it may be included in the 'Things to Do' menu that is included in the software). Complete a 'Home Activity' sheet now and we will type these up and get them back to all of you by Monday to use with your parents.

4. Now take a look at the draft Land of Me "lessons" and adapt and/or extend the activity and make some initial notes on one of the 'Preschool Activity Templates'. You can draw on the resources in the Activity Books and on the 'Things to do pages' accessed via the scissors symbol on the software. We would like you to develop the activity further back in school, try it out, and then let us have the completed template along with a picture of the children engaged in the activity to post on the website with your school logo and accreditation.

Remember the priority is always to maximise the sustained shared thinking between the child and an adult or another more capable child and to encourage the use of symbol substitution (on and off screen). The text editing facility also has the potential to provide a powerful tool for peer tutoring from older pupils and we are particularly interested to hear about any work you do along those lines..

Note: The Home Activities will link to the Preschool Activities online through a new link ('Do'), that will follow 'All', 'Make', 'Listen', and 'Watch'.

Activity Ideas: Songs and Rhymes

1. Play the game in pairs with one partner using the space bar and return key and the other the mouse and keyboard.

Notes: This application has a lot of potential in supporting early music education. The symbols used in the software are Twinkle, Doo-wop and Umpah which could extend easily to representing pitch. There is also 'Medium', 'Fast' and 'Slow' tempos – and there are the animal 'voices'

The Tylers Green activity suggests taking the children on a musical journey and to identify their 'feeling states' – crucially the final discussion suggests that the children discuss their feelings. I think this might usefully be adapted/extended at first to having the children identify each others feelings from their 'mark making'. The feelings symbols might also be used and developed to provide for the group a symbolic 'language' of feelings that could be applied in many other contexts. There is also here the potential for using music from other sources – the Land of Me music might be complimented by other funny music (e.g. from Jungle Book) and sinister music... (like the intro to David Bowie's Sense of Doubt) <http://www.youtube.com/watch?v=f43DiHUH-6A>

2. Now think about how you can improve upon the above draft activity suggestions. We want you to create a specific Preschool Activity with a Home Activity that goes with it as an extension (it may be included in the 'Things to Do' menu that is included in the software). Complete a 'Home Activity' sheet now and we will type these up and get them back to all of you by Monday to use with your parents.

3. Now take a look at the draft Land of Me "lessons" and adapt and/or extend the activity and make some initial notes on one of the 'Preschool Activity Templates'. You can draw on the resources in the Activity Books and on the 'Things to do pages' accessed via the scissors symbol on the software. We would like you to develop the activity further back in school, try it out, and then let us have the completed template along with a picture of the children engaged in the activity to post on the website with your school logo and accreditation.

Remember the priority is always to maximise the sustained shared thinking between the child and an adult or another more capable child and to encourage the use of symbol substitution (on and off screen). The text editing facility also has the potential to provide a powerful tool for peer tutoring from older pupils and we are particularly interested to hear about any work you do along those lines..

Note: the Land of Me themes are all available in the software under Things to do 'Listen'

Note: The Home Activities will link to the Preschool Activities online through a new link ('Do'), that will follow 'All', 'Make', 'Listen', and 'Watch'.

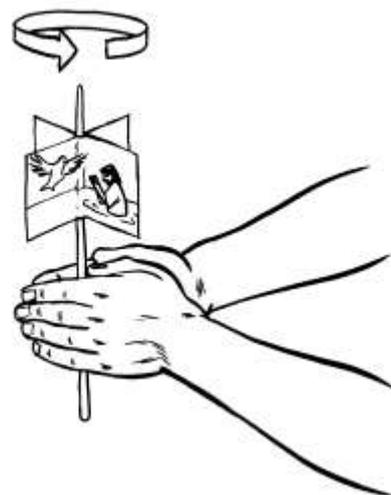
Activity Ideas: Story Time

1. Play the game in pairs with one partner using the space bar and return key and the other the mouse and keyboard.

Notes: The Tylers Wood Activity suggests a 'Caves of Me' corner in the classroom and the encouragement of line 'cave drawings' inside and outside the classroom.

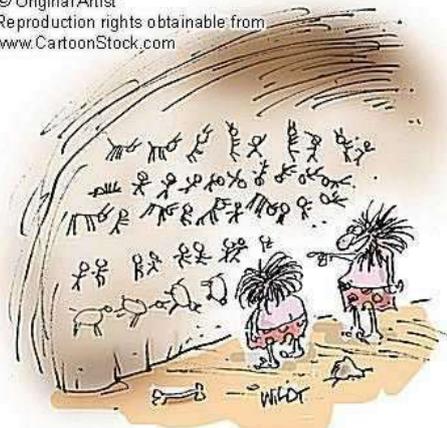
With more capable groups this could be developed to support activities to create film books, and thaumatrope's. Note :MS Movie Maker has this potential (See p67+ of the Kinderet handbook)

Another game worth trying may be to ask small groups of children to select a set of story symbols – initially the Wolf, Egg, Dark, Happy, Sad, Funny (but gradually extending the repertoire) – and then for you to collaboratively make up a story that fits them together. The activity could end with the children drawing a picture from the story and annotating it with each of the relevant symbols that were chosen labelled below as a symbolic 'sentence'.



2. Now think about how you can improve upon the above draft activity suggestions. We want you to create a specific Preschool activity with a Home Activity to go with it (it may be included in the 'Things to Do' menu that is included in the software). Complete a 'Home Activity' sheet now and we will type these up and get them back to all of you by Monday to use with your parents.

© Original Artist
Reproduction rights obtainable from
www.CartoonStock.com



"Ever notice if you speed-read these cave drawings you invent animation?"

Search ID: cwh974

3. Now take a look at the draft Land of Me "lessons" and adapt and/or extend the activity and make some initial notes on one of the 'Preschool Activity Templates'. You can draw on the resources in the Activity Books and on the 'Things to do pages' accessed via the scissors symbol on the software. We would like you to develop the activity further back in school, try it out, and then let us have the completed template along with a picture of the children engaged in the activity to post on the website with your school logo and accreditation.

Remember the priority is always to maximise the sustained shared thinking between the child and an adult or another more capable child and to encourage the use of symbol substitution (on and off screen).