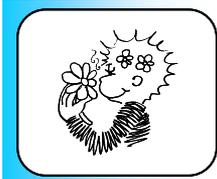


Page Numbers



- 1 **FAIRY GARDEN**
gross motor co-ordination
co-operation spatial relationships
creative dance & song

Pic - A.1 Spring



- 2 **PATTERNED PATHWAY**
gross motor co-ordination
co-operation spatial relationships
creative dance & song

Pic - A.2 Spring



- 3 **A FAIRY BRIDGE**
gross motor co-ordination
co-operation spatial relationships
problem solving

Pic - A.3 Spring



- 4 **ROYAL THRONE**
gross motor co-ordination
co-operation
eye-hand co-ordination

Pic - A.4 Spring



- 5 **ROYAL CASTLE**
gross motor co-ordination
co-operation
eye-hand co-ordination

Pic - A.5 Spring



- 6 **OUT ON THE PATIO**
gross motor co-ordination
co-operation spatial relationships
eye-hand co-ordination

Pic - B.1 Summer



- 7 **OBSTACLE COURSE**
gross motor co-ordination
co-operation spatial relationships
eye-hand co-ordination

Pic - B.2 Summer



- 8 **AUTUMN TREES**
gross motor co-ordination
co-operation eye-hand co-ordination
stimulate senses

Pic - A.1 Autumn



- 9 **COSY BED**
gross motor co-ordination
co-operation spatial relationships
measuring

Pic - D.1 Winter

Page Numbers



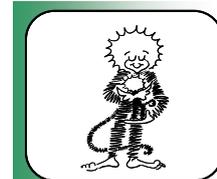
- 10 **CANDY COTTAGE**
gross motor co-ordination
co-operation spatial relationships
hand-eye co-ordination

Pic - E.1 Hansel & Gretel



- 11 **DRAKE THE DRAGON**
gross motor co-ordination
co-operation spatial relationships
hand-eye co-ordination

Pic - F.1 Fantasy



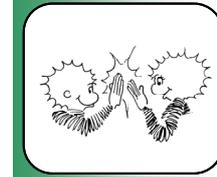
- 12 **GIANT and ELF**
co-ordination skills
bigger than smaller than
the same as storeytelling skills

Pic - F.2 Fantasy



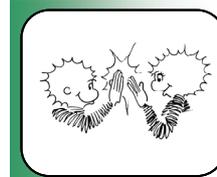
- 13 **MAGIC STAIRCASE**
counting size stable
safe imagination
hand-eye co-ordination

Pic - F.2 Fantasy



- 14 **A PLAYMATE**
gross and fine motor co-ordination
co-operation develop and
communicate ideas

Pic - G.1 Friendship



- 15 **TEACHER'S PAL**
visual discrimination sorting and
classifying positioning in space
visual memory

Pic - G.1 Friendship



- 16 **READY, STEADY, THROW**
gross motor skills co-ordination
throwing counting scoring
organisational skills number
...

Pic - G.2 Friendship



- 17 **COLOURFUL CREATURES**
colour recognition counting skills
creative story telling

Pic - H.1 Colours



- 18 **BAG THE COLOURS**
colour recognition counting skills
creative story telling

Pic - H.1 Colours

Page Numbers



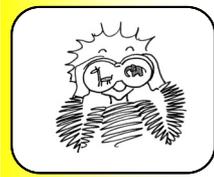
- 19 **FANTASTIC FISH**
*fine and gross motor co-ordination
co-ordination develop and
communicate ideas*

Pic - I.1 Under the Sea



- 20 **TREASURE CHEST**
*hand-eye co-ordination
co-ordination
creative song & dance*

Pic - I.1 Under the Sea



- 21 **GERRY and ELLY**
*wide tall thin long short strong
fine motor co-ordination
communication*

Pic - G.1 African Wildlife



- 31 **ROADWORKS !**
*road safety gross motor skills
co-operation communication*

Pic - L.1 Traffic Safety

COPYMASTERS

Page Numbers

CM1 - CM25 32 - 56 Make copies for lessons



Page Numbers



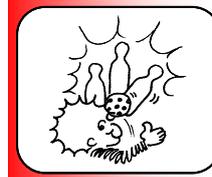
- 22 **CROQUET**
*social interaction game rules
language skills motor skills*

Pic - G.2 Games



- 23 **ROLL-A-BALL**
*organisational and co-operative
skills keeping score motor
skills*

Pic - G.2 Games



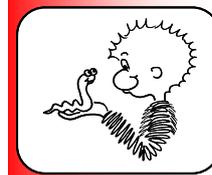
- 24 **LET'S GO BOWLING**
*gross motor skills co-operation
score-keeping*

Pic - G.3 Games



- 25 **THE LONGEST WALL**
*gross motor skills co-ordination
perception
co-operation*

Pic - K.1 Games



- 26 **WALLY WORM**
*following rules taking turns
sorting classifying*

Pic - K.1 Games



- 27 **COPY-CATS**
*visual discrimination using specific
vocab counting matching
taking turns*

Pic - K.1 Games



- 28 **TOWER GAME**
*sorting by size, colour & shape
more less comparison*

Pic - K.1 Games



- 29 **TEAM SPORTS**
*co-operation spirit building
co-ordination
gross motor development*

Pic - B.2 Games



- 30 **WATER BABIES**
*water safety co-operation
co-ordination gross motor skills
sequencing*

Pic - K.2 Games

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HANDS ON TECHNOLOGY

SOFT BRICKS



Extra Materials

*Picture A.4, ribbons / streamers for decoration, percussion instruments
Large pieces of paper, crayons, paints, glitter
Scissors, glue, dressing up clothes*



ROYAL THRONE

Theme: **SPRING**

CM3 + CM4 : Flowers to
decorate Throne



gross motor co-ordination co-operation
eye-hand co-ordination

LISTEN

Picture A.4

At last, the Fairy Queen and all her elves have arrived! We need a special place for the Queen to sit and watch the dancing. Discuss the scene in Picture A.4.

BUILD

- ▶ Use the soft bricks to build a throne for the Fairy Queen.
- ▶ It must be strong enough to support the Queen.
- ▶ Use extra bits and pieces to decorate the throne.



EXTEND

- * Make and decorate some paper crowns.
- * Girls can take turns at being the Fairy Queen, sitting on the throne and watching the dances.
- * Make up some interesting dances for the Queen to enjoy. Add music, or percussion instruments which some of the children can play while some are dancing.
- * What type of music would you play to announce the arrival of the Queen?



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HANDS ON TECHNOLOGY

SOFT BRICKS



Extra Materials

Picture F.1

Paper, cardboard, paint, red cellophane paper
Toy characters, Duplo bricks and people



DRAKE the DRAGON



Theme: FANTASY

gross motor co-ordination co-operation
spatial relationships

LISTEN

Picture F.1

Drake the Dragon is keeper of the King's castle. He sleeps outside and protects the King and his family. When danger threatens he breathes out his menacing fiery breath, and frightens off any intruders!

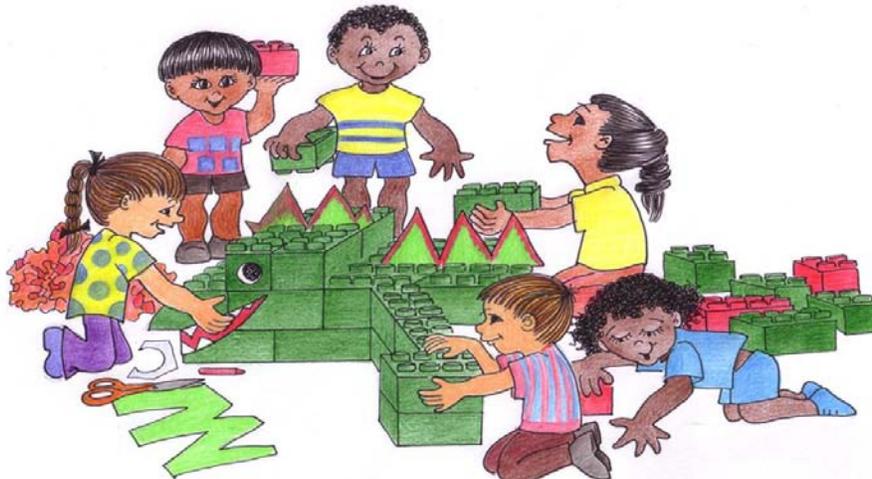
BUILD

- ▶ Use the soft bricks to build Drake the Dragon. Build him as big as you can!
- ▶ Use your Duplo bricks to build the King's castle. Make it as interesting as you can and as big as you can.
- ▶ If possible, build the dragon and castle in the sandpit outside. Now you will be able to dig a moat around the castle!



EXTEND

- * Use the soft bricks or Duplo bricks to build a wall around the castle.
- * Make sure your dragon can fit inside the wall, so that he can protect the castle.
- * Use the red cellophane paper to make the dragon's "fiery breath!"



* Bring along some toy characters to play with at the castle. You and your friends can have some fun while the dragon keeps watch!

* Can you move like a dragon? What do you think he looks like when he breathes fire? Mime it.

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HANDS ON TECHNOLOGY

SOFT BRICKS



Extra Materials

Picture G.1

Paper, cardboard, kokis, scissors, prestik

Wool, old stockings (plaited - makes good "hair")



A PLAYMATE



Theme: FRIENDSHIP

gross and fine motor co-ordination
co-operation develop and communicate ideas

LISTEN

Picture G.1

It is wonderful to have friends to share ideas and to play with; look at the fun the children in Picture G.1 are having. You and your friend need another playmate. Work together to build an imaginary friend!

BUILD

- ▶ Use the softbricks to build another friend.
- ▶ See if you can build your friend as big as you!



EXTEND

- * Use the materials to dress your friend.
- * Use paper, wool etc to add other features.
- * Give your new friend a name.
- * Your new friend could hold a band while you have a game of elastics!

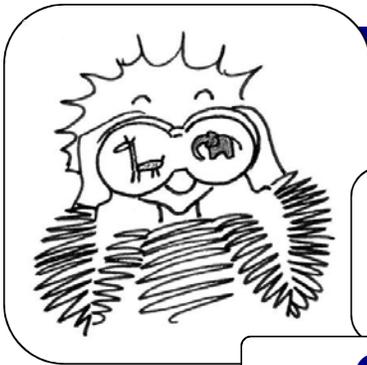


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HANDS ON TECHNOLOGY

SOFT BRICKS



Extra Materials

- Picture J.1
- Coloured papers, prestik
- Rope



GERRY and ELLY

Theme: AFRICAN WILDLIFE

CM24 : Elephant Trunk and Giraffe Ears



wide tall thin long short strong
fine motor co-ordination communication

LISTEN

Picture J.1

The children are out in the African Bush, where they can see all kinds of interesting wild animals. Discuss the scene in the picture - can they spot the elephant and the giraffe?



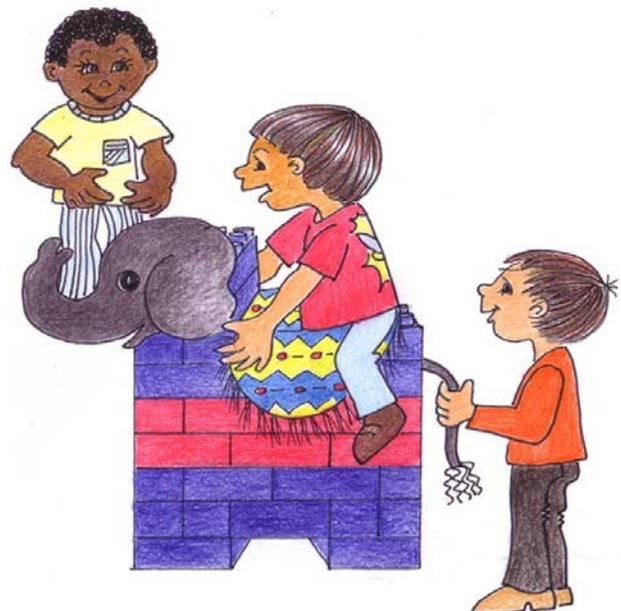
BUILD

- Use the soft bricks to build "Elly" the elephant and "Gerry" the giraffe.
- Remember to make Elly wide, with a long trunk and short legs.
- Gerry needs a long, thin neck. His legs are long and thin, too!



EXTEND

- Cut out some shapes from the coloured papers to make spots on Gerry.



- Use some rope to make tails for the animals.
- Is Elly strong enough for you to sit on her back?

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HANDS ON TECHNOLOGY

SOFT BRICKS



Extra Materials

Picture G.2
Various sizes of balls
Paper, pencil, kokis



ROLL-A-BALL



Theme: GAMES

organisational and co-operation skills
keeping score motor skills

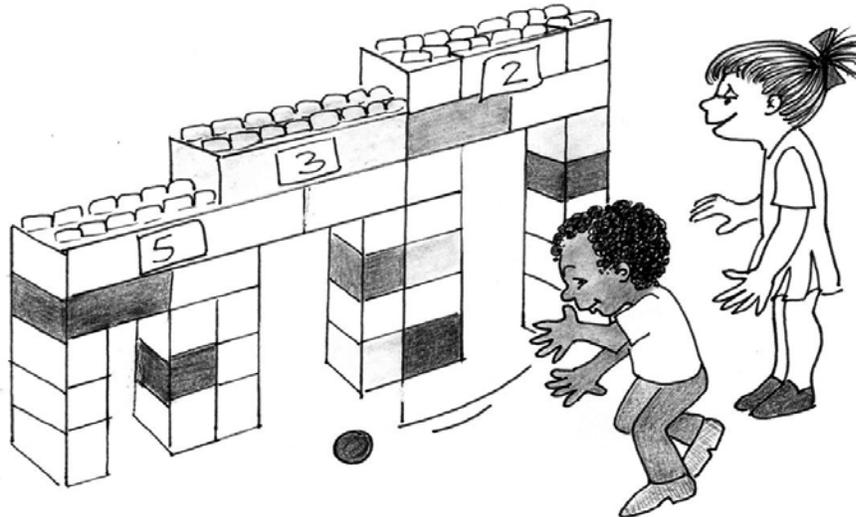
LISTEN

Picture G.2

Look at Picture G.2 - can you see the children rolling the balls? What game do you think they are playing?
Let's see if we can build a game like that.

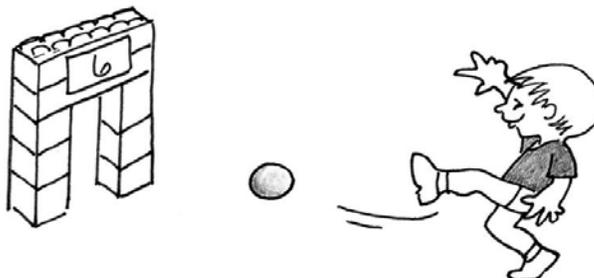
BUILD

- ▶ Use the soft bricks to build some goals. Place a value on each goal - the smallest goal gives the highest score.
- ▶ Stand behind a line a little distance away from the goals and take turns rolling the ball into the goals.



EXTEND

- * Children can work out their own method of scoring.
- * Try kicking the ball through the goals, instead of rolling it.



The only limit to your imagination ... is the power of your mind !