

<u>Method</u>

Go on a hunt outdoors if you have a garden or around your house for some small 'odds and ends' type objects if you don't. Lay the collection of objects out and see if you can sort them into different sets using the language 'similar' and 'different'. You may organise them into type of material, colour, size etc. Now choose 9 objects and put them aside. This is good opportunity to practise accurate counting skills. Ensure your child uses their 'Peter Pointer' finger to count and that you reinforce the total amount is 9 after they have counted.

Prepare a grid like the one above. You can use masking tape or draw one out on paper, or simply make your grid using squares of scrap paper. Place your 9 objects into the grid. You can play the game in different ways. The first way is the easiest way to begin.

- The adult thinks of an object on the grid. The adult has to describe the object, e.g. 'my object is long', 'my object is made of wood', 'my object is brown'. Help your child to take away the objects that it can't be until fewer objects are left on the grid.
- 2. The adult thinks of an object on the grid. The child asks questions to see if they can find out which is your chosen object. They can ask questions such as 'is it red?' 'is it made of wood?' 'is it a circle shape?' The adult can only answer 'yes'or 'no'. Remove the objects from the grid as your child discovers the ones it can't be. Once your child gets the idea of the game, they can have a go at choosing an object and you can ask the questions. This method requires a lot of modelling as to the questions to ask. Ideally, play the game with an older sibling or other adult so that your child can watch how the game works first.

Parental Guidance

This is a game that will promote listening and attention in your child. They will have to listen carefully to the descriptions you give. This is also a good activity for your child to practise descriptive language and speaking in full sentences.