# **MONDAY 25<sup>TH</sup> JANUARY – EARLY YEARS**



### **ALPHABET FRENZY**

WHATS REQUIRED: THE LETTERS A – Z WRITTEN ON

INDIVIDUAL PIECES OF PAPER

MUSIC

AN ADULT OR SIBLING TO PRESS

STOP/PLAY

HOW TO PLAY: SPREAD THE LETTERS ON THE FLOOR

AND START THE MUSIC!

DANCE, HOP, SKIP AND JUMP AROUND ON THE LETTERS – WHEN THE MUSIC STOPS IDENTIFY THE LETTER YOU HAVE LANDED ON AND THEN LOCATE AN ITEM IN YOUR HOUSE THAT BEGINS

WITH THE SAME LETTER.

FOR EXAMPLE: P – PENCIL. IF YOU CANT FIND AN OBJECT GRAB

ANOTHER LETTER AND TRY AGAIN.

# **TUESDAY 26<sup>TH</sup> JANUARY – EARLY YEARS**



### **BALLOON BONANZA**

WHATS REQUIRED: A BALLOON

HOW TO PLAY: ASK AN ADULT TO INFLATE A BALLOON

FOR YOU, THEN ATTEMPT THE FOLLOWING CHALLENGES:

HOW MANY TIMES CAN YOU HIT IT UP IN THE AIR WITH YOUR HANDS

WITHOUT IT TOUCHING THE FLOOR?

HOW MANY TIMES CAN YOU PASS IT AROUND YOUR WAIST WITHOUT

**DROPPING IT?** 

HOW MANY TIMES CAN YOU HIT IT BACK AND FORTH WITH A PARTNER BEFORE ONE OF YOU DROPS IT?

## WEDNESDAY 27<sup>TH</sup> JANUARY – EARLY YEARS



#### SAFARI ADVENTURE

WHATS REQUIRED: MUSIC

AN ADULT OR SIBLING TO PRESS

STOP/PLAY AND CALL OUT

DIFFERENT ANIMALS





DANCE AROUND TO YOUR
FAVOURITE SONGS (WE LOVE THE
LION KING SOUNDTRACK!)
WHEN THE MUSIC STOPS THE
OTHER PERSON CALLS OUT AN
ANIMAL, FOR EXAMPLE A LION,
GIRAFFE, SNAKE, ELEPHANT, RABBIT
ETC AND YOU HAVE TO MOVE
AROUND OR POSE LIKE THAT
ANIMAL! YOU COULD PUFF OUT
YOUR MANE AND PROWL TO BE A
LION, HOP AROUND THE ROOM AS A
RABBIT OR STRETCH UP TALL TO BE
A GIRAFFE!

# THURSDAY 28<sup>TH</sup> JANUARY – EARLY YEARS



### **TEDDY BEAR BOWLING**

WHATS REQUIRED: 6 – 8 SOFT TOYS

A BALL (OR AN ORANGE IF YOU DON'T

**HAVE ONE!)** 

HOW TO PLAY: SET YOUR SOFT TOYS UP IN A

TRIANGLE FORMATION THEN SET YOUR STARTING POINT 2 - 3 METRES BACK. ROLL THE BALL AND ATTEMPT TO KNOCK DOWN AS MANY SOFT TOYS AS YOU CAN! SEE HOW MANY ATTEMPTS IT TAKES YOU TO KNOCK THEM ALL

DOWN.

PROGRESS: TRY KICKING THE BALL TO KNOCK THE

TOYS OVER THIS TIME.

# FRIDAY 29<sup>TH</sup> JANUARY – EARLY YEARS



### **ROADTRIP RACERS**

WHATS REQUIRED: AN ADULT TO CALL OUT

INSTRUCTIONS 10 OBJECTS

HOW TO PLAY: PLACE YOUR 10 OBJECTS AROUND

THE FLOOR IN PAIRS TO ACT AS

'GATES' THEN SET OFF ON A

ROADTRIP AROUND YOUR HOME OR GARDEN TRAVELLING IN AND OUT

OF THE GATES! ASK AN ADULT TO

CALL OUT DIFFERENT VEHICLES TO

CHANGE THE WAY YOU TRAVEL!

AEROPLANE = ARMS OUT

CAR = JOG

BICYCLE = HIGH KNEES

ROCKET SHIP = JUMP UP & DOWN

TRAIN = MAKE CIRCLES WITH

YOUR ARMS BY YOUR SIDE