



# Play In The Everyday



## Contents

1. Play At The Park
2. Play At The Shop
3. Play On The Bus
4. Play At Home
5. Play In The Queue
6. Play In The Rain



# Play In The Everyday - Activity 1 - "Stick Stories"

1. Go to your favourite green space outside.
2. Spend as long as you like searching for the perfect stick
3. Examine your stick. How long is it? Does it feel strong or might it break? What does it smell like? Does it feel smooth or rough?
4. Using your imagination, transform your stick into something else... This is no longer a stick...



This is your pirate sword! And what's that carved into the shiny metal? It looks like a map to some treasure. Go find it!



This is your fishing rod! Are there any puddles or ponds around? Do you think there's any sharks in them? Only one way to find out!



This is your magic wand! But wait, there's a crack in the wood... what will happen if you cast a spell?

Your stick can be anything you can imagine!

[Click to watch 'Play In The Park'](#)

# Play In The Everyday - Activity 2 - "Shopkeeper"

1. Choose somewhere nice to set up your shop. It could be in your room, the kitchen or even the garden.
2. Decide what kind of shop you're running. Do you sell clothes? Toys? Food? Maybe you sell all sorts of things!
3. Go collect some things from around the house that you can sell to your customers and bring them to your shop.
4. Set up your shop! Remember to add prices to your items so your customers know how much they are spending.

Use real or pretend money to pay. Can you count out exactly how much is needed? Can you give the customer their change?

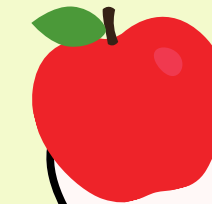


Other than serving customers, what else do shopkeepers do?



What kind of questions do you hear at the shop? Try asking some!

Do you need a bag?  
Do you sell apples?



Make sure you have a go at being both the shop keeper and a customer.

[Click to watch 'Play In The Shop'](#)

# Play In The Everyday - Activity 3 - "Journey Games"

1. Go on a "journey" somewhere. It could be a walk, a bus ride or a drive in the car.



Make up a story about the first person you see on your journey. Are they a spy on a secret mission? Maybe they are out searching for something.  
What could it be?

Play "I-spy" with sounds, shapes and colours.

"I hear with my little ear, something that sounds like a lion's roar!"

"I spy with my little eye something shaped like an elephant's ear!"



Count common things on your journey.

How many dogs can you spot?  
How many green traffic lights?  
How many people with hats?

Set yourself a challenge: Can you find 3 people wearing hats within 5 minutes?

[Click to watch 'Play On The Bus'](#)

# Play In The Everyday - Activity 4 - "Living room adventure"

1. You're a mountaineer! The sofa is your mountain. The floor is lava.
2. Go on an adventure, but be careful not to fall in.
3. Will you get to the top of the mountain and back home again?

What else in your living room can you use on your adventure?



Maybe a helicopter would be helpful...  
Can you pretend to fly one?



Can you make a rescue boat from sofa cushions?



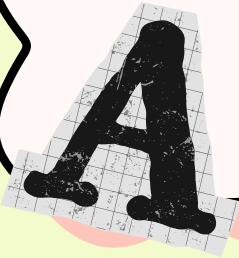
Why are you climbing this mountain in the first place? Is it a rescue mission?  
Or maybe there is treasure at the top?

[Click to watch 'Play At Home'](#)

# Play In The Everyday - Activity 5 - "Stuck to the floor"

1. Uh-oh! You've stepped in sticky glue and can't move your feet!
2. How many silly, playful games can you do with a partner without moving your feet?

Draw letters in the air with your finger, can you partner guess what you're writing?



Do a silly dance move and ask your partner to copy it. Add an extra move each time.



Try and make your partner laugh using only funny faces

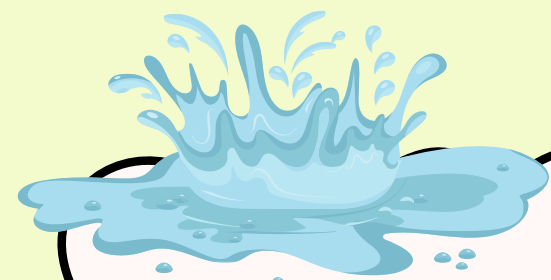


Play these games next time you're stuck in a queue!

[Click to watch 'Play In The Queue'](#)

# Play In The Everyday - Activity 6 - "Play in the rain"

1. Wait for a rainy day...
2. Remember your coat, wellies, and umbrellas if you have them.
3. Go for a walk in the rain!



**Find the biggest puddle you can and jump in it!**



**Come up with a "rain dance". Base your dance moves on splashing puddles, falling rain, umbrellas opening and closing.**



**Hold out your hand, can you count how many rain drops you catch?**

**After you get home, can you remember the dance you created?**

**[Click to watch 'Play In The Rain'](#)**