Activities for Preschoolers at Home Issue #9

ASCY Affiliated Services for Children & Youth

ARTS AND SENSORY ACTIVITIES

Exploding Colours Experiment

This science experience allows children to observe, experiment, draw conclusions and communicate their findings.

Items needed:

- Foil pan or tray
- Milk
- Food colouring
- Dish soap

Place a thin layer of milk in a foil pan (plate or small

Scatter drops of two primary colours of food colouring onto the milk layer.

Primary colours are red, blue, and yellow. Add a drop of liquid dish detergent in one or two spots and watch the colours explode and mix

together.

(Note: water can be used in place of milk but the reaction doesn't last as long. The fat content in the milk allows the reaction to occur for some time.)

Discuss how the colours mix to make new colours. Think about why the reaction occurred. Repeat with different colour combinations.

Extensions:

Provide crayons, markers, or paint so children can draw or paint their observations.

Older children may like to write about the experiment while younger children could dictate their thoughts to an adult or older child to record. Share what happened and any writing, drawing, etc. with others on Facebook, telephone, or hang your work in the window.

MATH ACTIVITIES

Number Match

This activity supports number recognition.

Items Needed:

- a flat box with low sides such as one half of a clothing gift box or a box from packs of water
- markers
- a set of small cars/vehicles
- painters tape

Count the number of cars you have.

Number each car starting at 1 and label number them using small pieces of painters tape.

Cut an entrance in the side of your box to allow the cars to drive in and out.

Make a parking space for each numbered car.

Number each space with a marker.

Your child can match the numbered parking spaces to the numbered cars.

If you don't have a box you could:

- go outside and using chalk number parking spots for each car
- use a large piece of paper for your parking lot

Extension:

Create roads for the cars to drive on – gather dark construction paper or Bristol board, cut in strips wide enough for two cars to pass, add white lines with whiteout or white paint. Let dry.

Start roads at the entrance/exit to the carpark. You can also use dark scraps of material or old clothing to cut road strips, if available.



STORY AND STRETCHER IDEA

"Felicity Floo Visits the Zoo" by E. S. Redmond

A read-aloud book from Hamilton Public Library:

- 1) Follow this link. https://www.hpl.ca/hpl-online/ebooks-and-eaudio
- 2) Click on **Children's Interactive Books**
- 3) Scroll down to **Health, Hygiene and Everything in Between**
- 4) Click on the book cover for "Felicity Floo Visits the Zoo"

Extended Ideas:

Link the story to real life. Ask your child if they remember a time when they felt sick. How did they know they were sick? How do they think the sick animals felt in the story? Talk about how hand washing helps to keep bad germs from spreading. Then wash your hands together using a lot of soap and singing the ABC song slowly while washing.

Make a zoo hospital. Use boxes for beds and cages. Add props such as stuffed animals, Band-Aids, thermometer, bowls for food and spoons to feed the animals.

Sort your animals. Play a game by trying to sort the stuffed toys as many ways as possible – shape, size, colour, weight, soft/hard, smooth/fluffy, etc. The options are endless. Be sure to talk about the different characteristics

Follow the leader. Move around the house while moving like various animals. Slither like a python, climb like a gorilla, stretch like a giraffe, scurry like a degu, prance like a lion, hop like a kangaroo, etc.

Hide and seek. Hide stuffed animals around the house while your children cover their eyes. Once all of the animals are hidden yell, "Felicity Floo, I've escaped from the zoo - COME AND FIND MEEEE".

Sing a song. Here is a fun song to learn together https://www.youtube.com/watch?v=BBF1G4EDvqA

Play Guess Who. Take turns making animal sounds while everyone else guesses who you are imitating.