

WATER TOYS

Identify the individual objects and encourage children to discuss their experiences of playing with water at home, within the setting and even by the sea



How to use the poster

Stimulate ideas by displaying the poster in different play areas; for example, water play (laminiate the poster first), small world, mark-making and creative workshop.

Encourage close observation of the images by displaying questions alongside the poster; for example, Can you describe the pattern on the swimming ring?

Use the 'Water toys circle-time cards' for further discussion and for sorting, matching and counting games.

Activities to support the Early Years Foundation Stage

Personal, Social and Emotional Development

- 1 Cut out pieces of fabric to the same sizes as the individual images. Laminate the poster and spread it on the floor. Ask the children to close their eyes while you cover an image with the fabric. Invite them to open their eyes and decide which image has been covered.
- 1 Draw attention to the image of the swimming ring to stimulate discussion about the children's experiences of using aids to keep them safe and afloat in water, such as armbands, rings and buoyancy jackets. Invite individuals to explain how they feel when using these aids.

Communication and Language

- 1 Establish the links between the poster images and water. Ask the children which object they would most like to play with in water and why. Help them to write speech bubble captions containing their responses and display them around the poster.
- 1 Invite the children to choose two objects from the poster and make up a group story involving them. Inspire children initially, if necessary, with ideas; for example, Once upon a time four little coloured ducks left their pond and went paddling to the ocean. There they met... Encourage children to use their own ideas to give the story direction.

Mathematics

- 1 Ask the children to identify the best two objects for carrying water (bucket/watering can). Could they also be used for carrying small world people? Provide toy buckets, watering cans and small world people so that children can guess how many each container will carry, then check if they are right.
- 1 Put the poster on the floor and arrange separate piles of plastic numerals or number cards along the bottom. Start with '1' and ask the children to find images that show just one object. Put the number 1 card on this image. Continue with the rest of the numbers in order.
- 1 Play 'Fishes in the pond' game, in our web resource bank at www.nurseryedplus.co.uk and count how many fish your children can catch and then release back into the water.

Understanding the World

- 1 Stand beside a water tray and ask children which objects on the poster they think will float. Make a bucket, sand mould and watering can sink by immersing in water and ask how the children could make them float. Experiment with adding pebbles or small world people to the objects to stabilise them so that they stay upright and float.
- 1 Help the children to name the three types of boat depicted on the poster (catamaran, pirate ship and sailing boat). Talk about how they can be identified; for example, the pirate 'Jolly Roger' flag, the shape of the catamaran. Find similarities and differences, such as, what they are made of, the number of sails and masts, the colours, and so on.

Physical Development

- 1 Explain the meaning of 'inflatable' and find images of two inflatable objects on the poster. Pretend to climb onto an inflatable whale, hold the handles or dorsal fin, and ride up and down on the waves or push with feet and arms to move across a calm swimming pool.
- 1 Explain that you have hidden similar objects to those on the poster around the room and that the ducks, frogs and bucket and sand mould are together, just as they are on the poster. Ask the children to try to find all of the objects and bring them to the centre of the carpet while moving in different ways. Shout out movement words, such as 'hop', 'jump' and 'tiptoe', while they are searching.

Expressive Arts and Design

- 1 Adjust favourite rhymes to associate them with poster images, for example, 'Three green toy frogs', 'Four coloured ducks', 'Sail, sail, sail your boat', and have fun inventing actions.
- 1 Discuss the use of colour in the poster and extend this to talking about how toys are often more appealing if they are made in bright colours. Identify the colours of the ducks and their contrasting beaks, the watering can and the spotty swimming ring. Have fun painting brightly coloured toys.

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