

Water Play

Purpose: To introduce the concept of *opposites*

Materials: A wading pool or bathtub filled with warm water
Food coloring (optional)
Ice cubes (optional)
A variety of water toys, such as the following:

rubber duck	fish	bucket	doll
cup or bowl	sieve	bubbles	sponge
spray bottle	strainer	boat	funnel

- Instructions:**
1. Have fun in the water! Pour water, squirt water, catch a duck in a strainer, clean the tub with a sponge, give a fish a ride on a boat, etc.
 2. Use short, repetitive sentences to talk about what your child is doing, such as, “You’re pouring water. You’re splashing the duck.” Contrast concepts such as the following:

hot • cold	wet • dry	off • on
clean • dirty	fast • slow	in • out

3. Imitate what your child does and says. Let her run the show.

- Variations:**
- Add ice or food coloring to the water and talk about how the water changes.
 - Engage in pretend play. Here are some suggestions:
 - Use a sieve to make rain. For a homemade sieve, punch holes in the bottom of a plastic container.
 - Catch fish with a toy fishing pole. Then put them in a bucket to take home for supper.
 - Give a doll a bath.

Water Play, *continued*

- Sing songs to go with your actions. Here are some suggestions:

“Rain, Rain Go Away”

“Row, Row, Row Your Boat”

“It’s Raining, It’s Pouring”

- Read books about opposites and rain. Here are some suggestions:

Paddington’s Opposites by Michael Bond

Exactly the Opposite by Tana Hoban

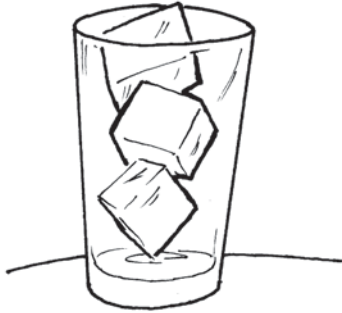
Rain by Peter Spier

Remember:

- ☆ Always supervise your child in water. Don’t leave her, even for a minute.
- ☆ Sing slowly so your child has a chance of keeping up with you. Pause now and then to let her fill in words and phrases. Eventually she will take over more and more of the song.
- ☆ Anticipate splashes. Have lots of towels on hand and talk about what you’re doing as you clean up.



Water Play



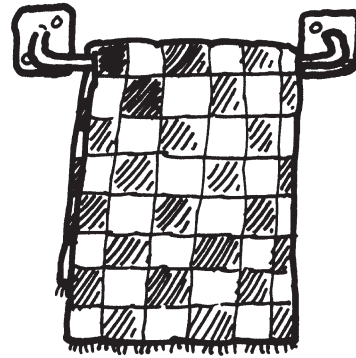
cold



hot



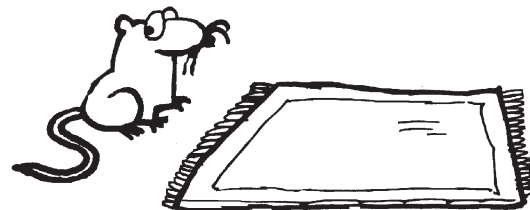
wet



dry




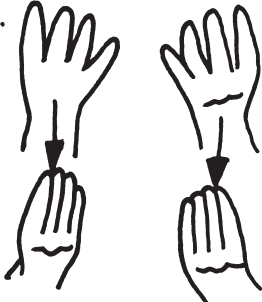

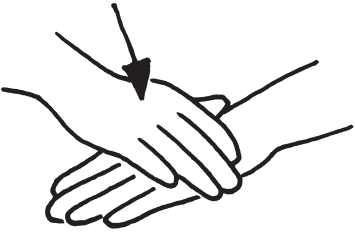



on



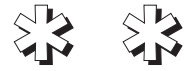
off

Water Play

 <p>hot</p>	 <p>cold</p>
<p>1.</p>  <p>2.</p>  <p>wet</p>	 <p>dry</p>
 <p>on</p>	 <p>off</p>



Mr. Brown Can Moo!



Book Title: *Mr. Brown Can Moo! Can You?* by Dr. Seuss

Purpose: To imitate a variety of sounds
To identify and localize sounds

Materials: Pictures of noisemakers
Glue
Stapler
Three pieces of construction paper

An assortment of noisemakers, such as a bell, a whistle, a drum, a horn, a tambourine, and a kazoo

- Instructions:**
1. Read the book, having fun making the sounds with your child.
 2. Have your child cover her eyes while you make a sound with a noisemaker. Ask her to identify the noisemaker and to imitate the sound it makes.
 3. Make a noisemaker booklet. Fold three pieces of construction paper in half and stack them together as a booklet. Staple the folded edge. Add text such as the following to the pages and glue or draw appropriate pictures to accompany the text:

Mr. Brown can go like a bell! Can you?

Mr. Brown can go like a drum! Can you?

- Variations:**
- Make a book using animal pictures and the following text:

Mr. Brown can purr! Can you?

Mr. Brown can hiss! Can you?

Mr. Brown can neigh! Can you?

- Imitate the sounds you hear around the house, such as the doorbell, lawnmower, telephone, and alarm clock.

Mr. Brown Can Moo!, *continued*

- Blindfold your child and make a noise with a noisemaker. Have her point to the direction the sound is coming from.

Remember:

- ☆ Use sound effects when you interact with your child (*whee* when going down the slide, *boom* when she falls down, *uh-oh* when something spills, etc.). Your child might find it easier to imitate sounds than words at first.
- ☆ Critical listening skills are an important aspect of learning how to talk. A child must be able to separate salient information from background noise. Model careful listening with your child.
- ☆ You don't have to read books exactly as they are written or turn the pages in order. Feel free to change the words and to let your child decide what page to read next.





Mr. Brown Can Moo!

