

Mission:

14. Move Around

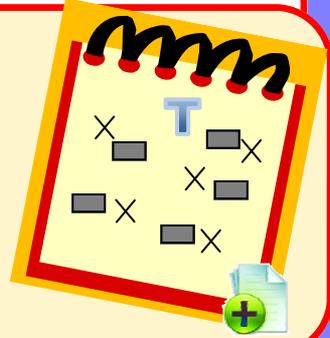
ORGANIZATION:

Music: 11.1 Really Gotta Jump

Materials: A pile of flashcards with 2 different images (e.g., a frog that dances or leaps).

Books: *Hop-Jump* by Ellen Stoll Walsh

Set up: Scattered with cards on floor facing down.



Use a book that has two to three discrete pictures or themes. In our example book, we have frogs that either leap or dance. Have a pile with cards with pictures of frogs that either leap or dance. Place them on the floor scattered. Children start by standing on one card. When music starts, children flip the card, see the picture, and put it back on the floor facing down. If the frog in the picture leaps, then the child has to leap around until the music stops. When the music stops, all children stand on another card. When music starts, flip the new card and move around based on the picture in the card. It might be the same or it might be different! Some kids will leap around and some others will dance around.

VARIATIONS:

This could be done as a small group activity where children line up and move from one side of the room to the other, take one card from the pile, and move back to the starting point based on what image is in the card.

EXTRA TIPS:

Start with only two different themes and once the children learn the game you can add three to four different options.

Move Around

CHOOOSE:

Add one card that is free choice and the child that picks that card can come up with a new move or part of the story in the book. For example, in the frog jump book the frog wants to go skiing could be a new part of the story with a new move that a child might come up with.

ASSESS:

Development and Learning Objectives:

- TSG 13 - Classification skills
- Early Learning Standard 12.3 - Shapes and Spatial Reasoning, Benchmark 3

Physical:

- TSG 4b - Walks
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1



RELATE:

Ask the children to look at everyone else and identify at least one other child that does the same move with you. Smile and say “hi” to this friend. Every time identify a different friend who does the same move with you.

ENERGIZE THE BRAIN (EF):

Children practice inhibition by starting and stopping with the signal, working memory by matching the move with the card and cognitive flexibility by randomly picking a new card every time that might have the same or different image. Switch the rules to challenge more children’s cognitive flexibility or add another card with a different image to connect with a move and act it out.