

Mission:

15. Napkin Game

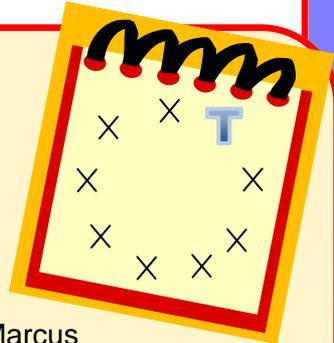
ORGANIZATION:

Music: N/A

Materials: 1 napkin (or scarf) per child, stickers (optional)

Books: *The Crayon Box that Talked* by Shane DeRolf; *The Day the Crayons Quit* by Drew Daywalt; *Bunny Cakes* by Rosemary Wells; *The Rainbow Fish* by Marcus Pfister; *The Glassmakers of Gurven* by Marlys Boddy

Set up: Children begin in a circle at large group time and continue with a designated path around the classroom.



Place a napkin or paper towel on each child's head and have children walk around without it falling off. If the napkin falls, the child "freezes" while another child with a napkin on their head carefully picks up the napkin and places it back on the frozen child's head. *Alternative:* write a letter on each napkin. The child who picks up another child's fallen napkin must identify the letter before placing it back on the child's head who is in the "freeze" position.

VARIATIONS:

Give crayons to each child and ask them to leave their mark on the napkins they pick up. At the end, check what everyone's napkin looks. Use different colors of napkins. Start with white napkins and if the child drops it, he/she has to return the white napkin to a bucket and grab a new blue one. If the blue napkin drops, grab a red one. Then continue with this pattern.

EXTRA TIPS:

Use two or three children to demonstrate before beginning the game to make sure children understand. Emphasize walking slowly and keeping their heads up.

Napkin Game

C

HOOSE:

Children are allowed to decide who they help during the game. Emphasize helping as many different friends as possible.

A

SSESS:

Development and Learning Objectives:

- TSG 2c - Peer Interaction and Early Learning
- TSG 16a - Letter Naming
- Early Learning Standard 11.2 - Early Literacy, Benchmark 4
- Early Learning Standard 10.4 - Relationships with Children, Benchmarks 1, 4

Physical:

- TSG 4a - Walks
- Early Learning Standard 8.2 - Large Motor Skills, Benchmark 1



R

ELATE:

Remind children the purpose is to keep everyone in the game so want to walk carefully and be very helpful in terms of returning the napkins to each other's heads. Refer to the Rainbow Fish book to emphasize this.

E

NERGIZE THE BRAIN
(EF):

Children must inhibit walking quickly or bending their head, as well as walking carefully. Children must remember which rules they are using, to switch in helping different friends, and the various names of alphabet letters.