

Mission:

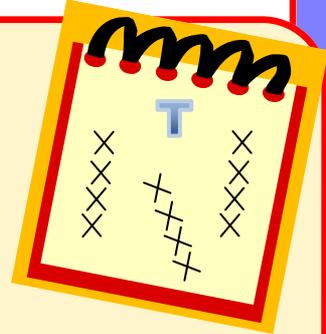
29. Messed Up Train

ORGANIZATION:

Materials: Flashcards with colors, shapes, numbers.

Books: *Chicka Chicka 1, 2, 3* by Bill Martin Jr.; *Blue Hat, Green Hat* by Sandra Boynton; *Dance Away* by George Shannon; *The Little Engine That Could* by Watty Piper

Set up: Children lined-up in small groups.



A small number of children form a line like being a train and move around with a pre-assigned move (e.g., marching). With your signal, children stop and you give each of them a card with a color, shape, or number (in random order). Have equal number of cards and children in each train. Then show them a pattern and ask them (with your help) to change places on the train in order to have the correct pattern. Once ready, ask them to start marching around again while you help another train find its pattern. Next, you stop the train, collect the cards, and give another set of cards to sort using another pattern.

VARIATIONS:

The sorting cards can include different patterns, sorting numbers from smallest to biggest or different

sizes. Challenge the children to walk in different pathways while avoiding obstacles and with different moves.

EXTRA TIPS:

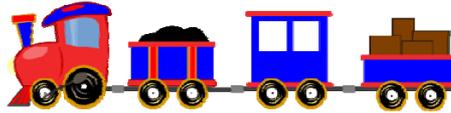
Children are not switching cards with others. Start by having only two types of cards to be sorted. Start with a small group of children before having multiple groups at once.

Messed Up Train

CHOOOSE:

Ask children what was their favorite way to move and why. How many different ways can they find to move?

ASSESS:



Development and Learning Objectives:

- TSG 23 - Patterns
- Early Learning Standard 12.2 - Patterns, Benchmark 1
Physical:
- TSG 4 - Traveling Skills
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1

RELATE:

Ask the children to be part of a different group after a few practice times. Emphasize helping each other to find the right order of the cards. Moving around in a line requires respecting each others' personal space. Encourage them to move as a group without bumping into each other or breaking the line.

ENERGIZE THE BRAIN
(EF):

Children work together as a team to find the right pattern of the cards, which requires inhibition and working memory. With the new set of cards, children are asked to switch to a new pattern of cards, and remember the new pattern in order to put their train in the right order.