36. Socks

**Mission:**

**Organization:**

Materials: Variety of socks – i.e. white, with stripes, various colors, containers for sorting.

Book: *A Pair of Socks* by Stuart J. Murphy

Set-up: Place socks in each child’s waist band or back pocket for each reaching. If adding the sorting component, you will need to set out sorting containers in the center of the playing area, several feet apart.

Have children stick an old sock in a back pocket or back of their waist band. Children begin on one side of the large playing area and will need to know where the boundaries are for running during this game. On the “go” signal children chase each other trying to snatch the sock from each other’s waist band/pocket. The first time the children play the game, they need to pull one sock at a time and place it in the only bucket available. Next, add rules, such as if you have a white sock you need to pull only white socks from other children. Play continues until all socks have been snatched.

**Variations:**

Once a child pulls a sock from his/her peer’s waistband, the child must then run to the sorting containers and put it in the right container (white, colors, stripes). One child could become the sock fairy and while peers are pulling socks, the sock fairy retrieves socks from the sorting containers to give back to peers so the game can continue indefinitely. The sock fairy can only give one sock back at a time.

**Extra Tips:**

Be sure children understand the boundaries of the play space to contain the running. If a child does not have a sock/waist band, attach the sock with a clothespin.
**CHOOSE:**

Once one sock fairy has completed their turn, that child may choose who the next sock fairy is for the next game. Be sure a different child is picked each time.

**ASSESS:**

**Development and Learning Objectives:**

- TSG 13 - Classification
- Early Learning Standard 12.6 Measurement, Benchmark 1
- TSG 4b - Runs
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1

**RELATE:**

Encourage children to work together to get all of the socks grabbed and sorted. Encourage cooperation of completing the task vs. being a “winner”. Children cooperate when peers get socks pulled and when taking a turn as the sock fairy.

**ENERGIZE THE BRAIN (EF):**

More challenging rules could be added. For example, if you have a white sock, only chase children with a white sock, and then switch. Alternatively, if you have a white sock, you only pull socks from children with a striped sock.