

# Mission:

## 40. Wall to wall

### ORGANIZATION:

**Materials:** At least four large circles, each a different color

**Books:** *Cat's Colors* by Jane Cabrera; *My Many Colored Days* by Dr. Seuss; *White Rabbit's Color Book* by Alan Baker; *Brown Bear, Brown Bear, What Do You See?* by Bill Martin Jr & Eric Carle; *The Big Road Race* by Stan & Jan Berenstain

**Set-up:** One large circle taped on each of four walls (or taped to a large cone if playing outside).



Ask the children to move from one wall to another, based on the cues you give. In a large open space, children begin in a line across the center of the area. Prior to playing the game, tape various colors of circles on the wall, one per wall (for instance, red, blue, green, yellow). Hold the same colors of circles in your hands, one color per circle. On the signal "wall to wall", hold up one color circle and have all the children run to touch that wall. Repeat this signal, holding up a different color and have the children run to that wall. Continue playing the game as long as children are interested, or time allows.

### VARIATIONS:

Ask children to sort or classify in a different way. For example, have pictures of animals on the circles. Ask the children to decide if the animals

are pets, farm animals, or both. On the walls have pictures of a house, a farm, and both. When you hold up a card, the children decide where the animal belongs and run to that wall.

### EXTRA TIPS:

Demonstrate the game in addition to giving verbal directions, prior to the start of the activity, to make sure all of the children understand.

## Wall to wall

# C

## HOOOSE:

Children decide which of the two “pet” circles to choose to run to.



# A

## SSESS:

### Development and Learning Objectives:

- TSG 13 - Classification
- Early Learning Standard 12.3 - Shapes and Reasoning, Benchmark 3  
*Physical:*
- TSG 4b - Runs
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1

# R

## ELATE:

Children can be encouraged to work together as a team to make sure all children run to the correct wall.

# E

## NERGIZE THE BRAIN (EF):



Switch the position of the circles regularly so that the children will need to remember the new position of each circle. Start the activity with two colors and reverse the rule. For example, if it's “red” you run to touch the “blue” circle and vice versa.