

Make-Believe Play

*IMPORTANT Parent or Carer –
Check that you are happy with any weblinks or use of the internet.*

Activity 1 – Create a road system

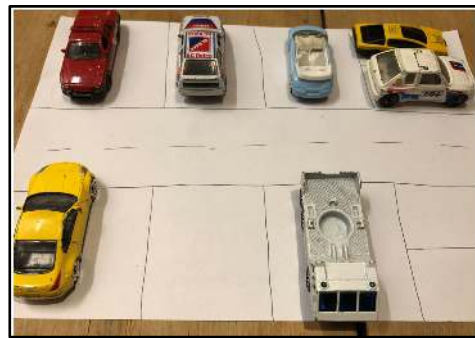
Make a road that we can use with our toy vehicles...

What to do

- Take your cardboard and lay it flat.
- You are going to create a long road using several pieces of road drawn on white paper. You will stick these on to the card.
- On white paper draw a road.
- On another piece, draw another road the same width. Repeat this.
- Stick the pieces of road so they touch and together make a long road.
- Now create some more road so that you can have a crossroads.
- Maybe make a roundabout?
- How about a T junction?

What you need

Cardboard pieces which will lay flat,
white paper,
glue or paste,
fat felt-tips or paint



Extension

Add road signs and road marking.
What signs are written on the road? E.g.
STOP
What road signs do you know?
What letter indicates a car park?

Questions to ask

What marks go down the middle of the road? How can we draw these?
Where do the roads go? Can we draw houses? Shops? Maybe a swimming pool? Or somewhere to eat?

Activity 2 – Create an animal rescue centre

Use your soft toys as rescued animals

What to do

- Set up the role play activity with pens beds for them, placing some animals in pens/ houses, and leaving others in a box or perhaps in a large toy lorry.
- Have little bowls for the animals
- Make sure you have some bandages and pretend medicines
- Allow children to explore the activity, before introducing question prompts.

What you need

Soft toys, cushions or folded towels for beds
Bandages perhaps cut out of an old unwanted tea towel, T-shirt or rag
Plasters, pretend medicine and spoon



Extension

Have a register with the names of the animals and a tick list.
Register each animal as it comes in. Be sure to write what is wrong with it.

Questions to ask

Two more lions are arriving today... How many lions will there be altogether?
How many animals will there be altogether?
What is wrong with the bear?

Activity 3 – Go on safari

Use your soft toys to make a safari adventure

What to do

- Set up the animals in the garden or around the home. You can make some easy to spot and hide others to provide more hunting opportunity
- Make a spotting sheet, dividing the paper into a 4x4 grid (with drawn lines or by folding)
- Prepare for the trip by packing a bag and dressing for the occasion
- Agree on safari rules – *we must be quiet and move slowly so we don't scare the animals, we must be careful as some might be very protective over their young, etc.*
- Go on safari and see what you can find!

What you need

Soft toys of any type
Binoculars made of loo rolls or rolled paper taped together or hands shaped to peep through
Paper and pencil and something to lean on (like a clipboard or hardbacked book)
Safari clothes (a hat to keep the sun off, backpack for provisions, etc.)
Real or play photographic device



Extension

Draw or list animals found – you could keep a tally chart if you find several of the same animal
Take photos of what you see.
Sort animals by size, colour or leg number
Try a safari by torchlight with the curtains closed

Questions to ask

What animal is that? Can you describe it?
How can you tell that it is a unicorn?
How many bears have you found?
What animal have you found the most/least of?
What do you think this animal eats?

Activity 4 – Role play a shop

Set up and run a shop

What to do

- Set up the shop together, laying out the different items
- Make up price labels together, writing them on the paper (e.g. 2p, 10p, 50p etc.) and pricing up the goods
- Set up a till area with money (the money can be imaginary)
- Make an 'open' and 'closed' sign' by folding a sheet of paper so it will stand up and writing one word on each side
- Take turns with your child being the shopkeeper and a shopper

What you need

Goods to sell (this could be anything: *canned food, toys, books, craft supplies, clothes, etc.*)

Paper or post its for making price labels

Play till or container for keeping real or play coins

Tabletop space

Other paper or card for making signs, labels and promotions

A telephone



Extension

Work out the cost of two items by adding them together. What coins do we need?
Order the items by price.
Hold a sale. Now everything is 1p less.
Do a stocktake. Make a list of what is in the shop. Ring up the supplier to replace sold goods.

Questions to ask

How much does this book cost?
Can you help me find the peas?
I want to make a cake. What ingredients should I buy?
What time do you open tomorrow?
Can I work in your shop? What tasks will I need to do?