



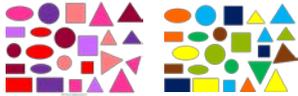
DG5



15-20 minutes



- ❖ A set of geometric shapes, e.g. circles, squares, triangles and rectangles, in different sizes (only needed if you don't have any other shapes that you can use)



- ❖ A set of geometric shapes, e.g. circles, squares, triangles and rectangles, in different sizes (they could be plastic/wooden ones from a game that you have, or foam or card ones from a craft shop, for example. If they have a sticky back, don't stick them down – your child needs to be able to move them about freely and change their positions)

- ❖ 2-, 5- and 10-minute sand timers or another type of timer (optional)

MAGIC MOSAIC



To create schematic images of different objects
 To develop concentration, and the ability to focus on detail
 To develop imagination, creativity and originality



Note: The focus in this session is shape-related, but feel free to provide shapes in a multitude of colours – and allow your child to choose according to colour too.

Start by showing your child how to make an object using just two or three shapes, for example a house and a car. Say: *Here are some magic pieces. Do you know what makes them so magic? We can put them together to make so many different things. If I put a few of them together like this, can you see what I've made? Yes, it's a house! And if I put these together like this, I can make a car. All you have to do to make something new is put together a few of the shapes!*

Ask your child: *So what could we make with some of these shapes?* Listen to their ideas and support them, as necessary, in thinking of a range of ideas, for example animals, things from nature, man-made objects, forms of transport and so on. If your child has difficulty thinking of objects, you could put some of their toys out and encourage them to explore their features/shapes.

Tell your child that they are going to play 'Magic Mosaic' with you. Draw your child's attention to the full set of geometric shapes laid out. First, play a version of the game where your child names an object and you make it with some shapes. Model choosing the shapes carefully for each part of the object they named and checking the finished result, commenting on your actions as you do them. Then swap over – you name an object (a simple one or a more complex one, depending on your child, how many goes they have had at this so far and how easily they grasp the idea) and they attempt to make it with appropriate shapes.

Next, have a competition to see who can make the most different objects using the set in 5 minutes. It could be houses, cars, trains, tables, chairs – anything that you or they can think of.

Note: Your child may get distracted from the set task once they have made an object – playing with what they have made, making up a story and so on. To help them learn to maintain focus, and to help them attend to the different characteristics and qualities of all the shapes in the set, change the rules of the game. You could set a fixed time using a sand timer (2 minutes, for example), limit the number of shapes that they have to choose from for a certain object, ask them to find *just one more* or *just two more*, do one more to make into a card for someone (if the shapes that you use can be stuck down) and so on – as you see fit for your child.



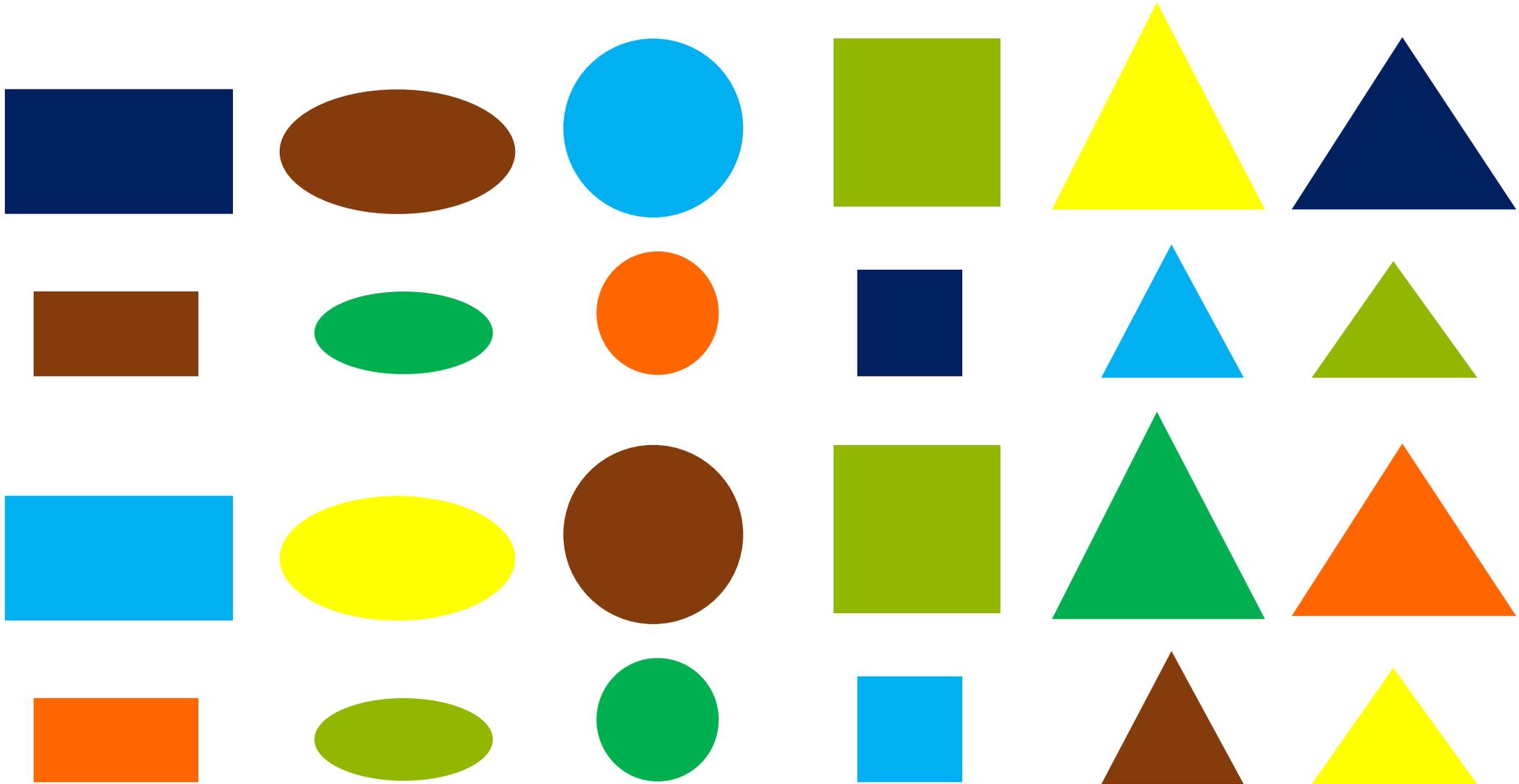
Your child can independently make up 1 original object or 4-5 standard, simpler objects.



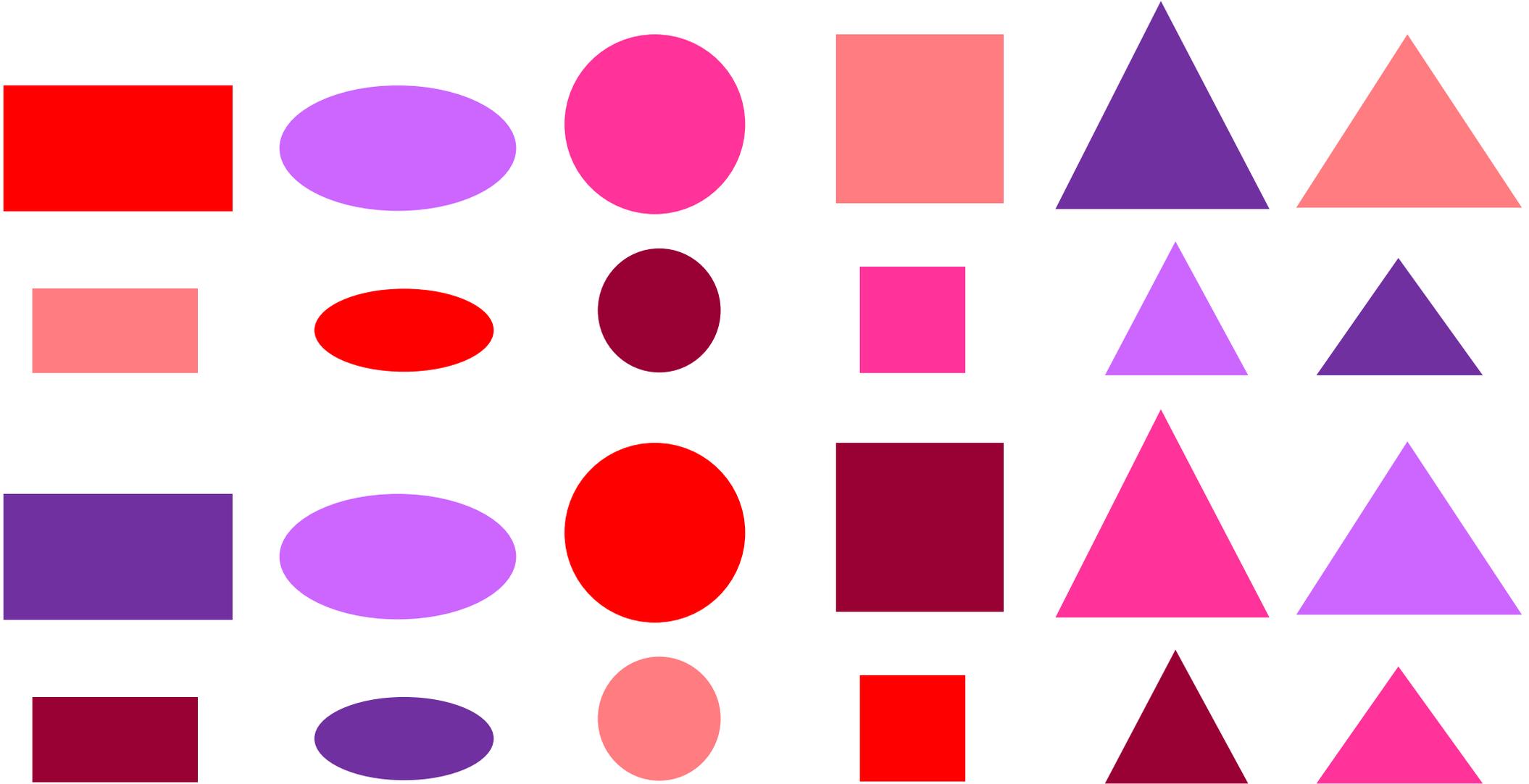
KEY TO LEARNING
@HOME

We have only provided these in case you really don't have (and can't buy easily) any other shape set that you can use!

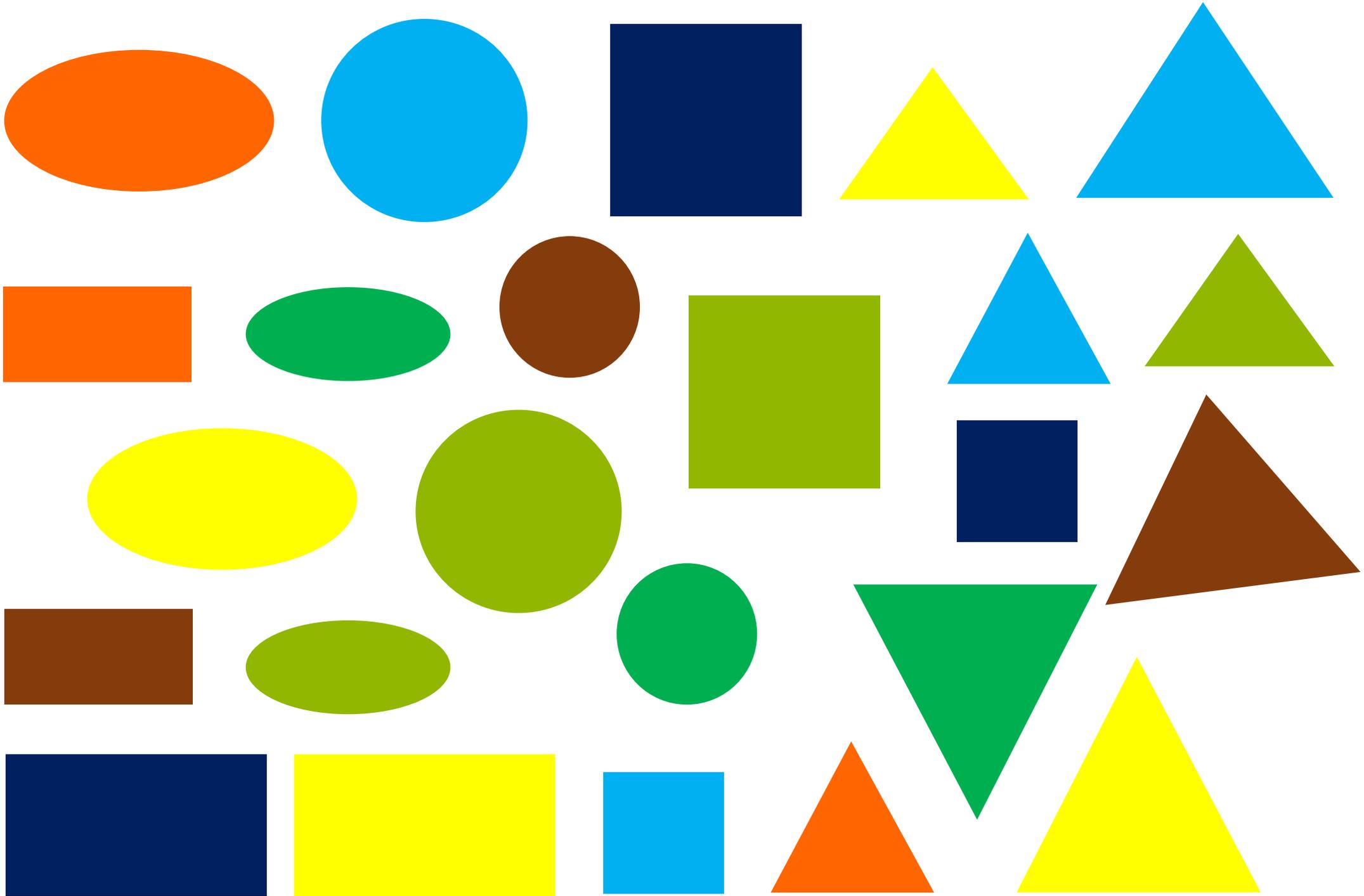
Cut out each shape separately, directly along its edges.



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