



SM39



10-15 minutes

# BUILDERS AND ARCHITECTS



To develop the concept of dimensions (width of an object)  
To develop the ability to estimate size (width) visually  
To develop the ability to work in a team, adopting a specified role



❖ An image of a builder and an architect



❖ Houses, roofs and doors



❖ A teddy or doll (optional)

❖ A hard hat and jacket for the builder (optional)

❖ A pair of toy glasses for the architect (optional)



**Building a Town:** Tell your child this short story:

*In the town there are some incomplete houses which need to be finished. They have no doors and no roofs! A builder is needed to put the doors and roofs in place (show the picture of the builder), and an architect is needed to check the builder's work before the people who are going to live in the houses can move in (show the picture of the architect).*

Put out the set of incomplete houses in decreasing order of size and lay out the roofs and doors in random order. Using one as an example, show your child how to finish 'building' the houses by picking out the appropriate door and roof for that house (by sight only - *to get the job done quickly*) and putting them in place. Emphasise that each roof and door must match exactly and nothing must jut out, just like on the rabbits' houses, otherwise the wind and rain can get in and the people living there won't be able to keep themselves dry and warm.

One of you is the architect and the other is the builder (if you have more than one child doing this, don't take a role yourself). You could also use a teddy or doll as the other character and speak for them. Put on the hat/glasses/jacket if using them. The builder completes the houses by finding and placing the doors and roofs. The architect checks that the job has been done correctly. When the architect is satisfied that each house has been completed correctly, they place it in the town (on the floor, for example). When all the houses are completed, encourage the architect and builder to admire their town.

Then change roles and 'build' another town. If you take the role of builder, or speak for a doll/teddy taking the role of the builder, make some deliberate mistakes for the architect to discover.



You child could add to the buildings in the town with blocks if they want to, enriching to the experience and continuing the story - as in the photo above.

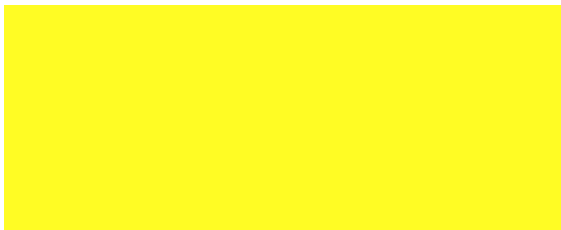
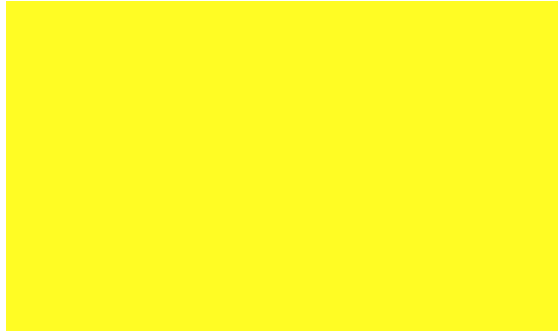
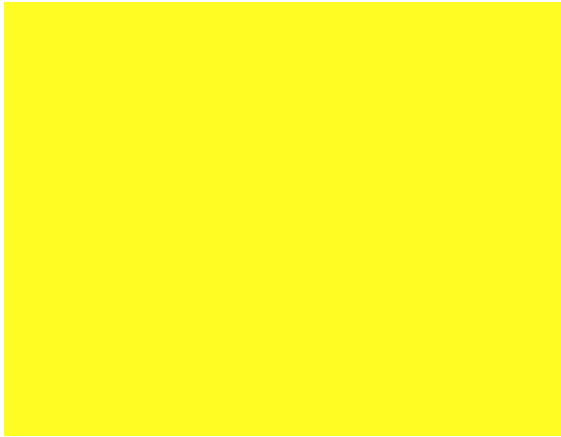


Your child, when the builder, can choose the right roofs and doors for the houses and put them in place correctly.  
Your child, when the architect, can check that the right roofs and doors have been put on the right houses.  
Your child can work co-operatively in their designated role.

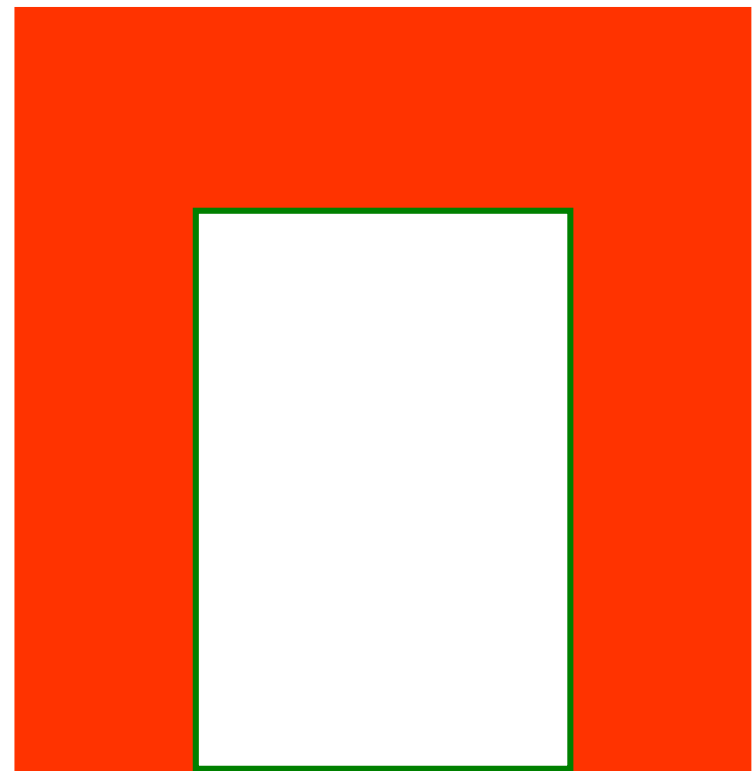
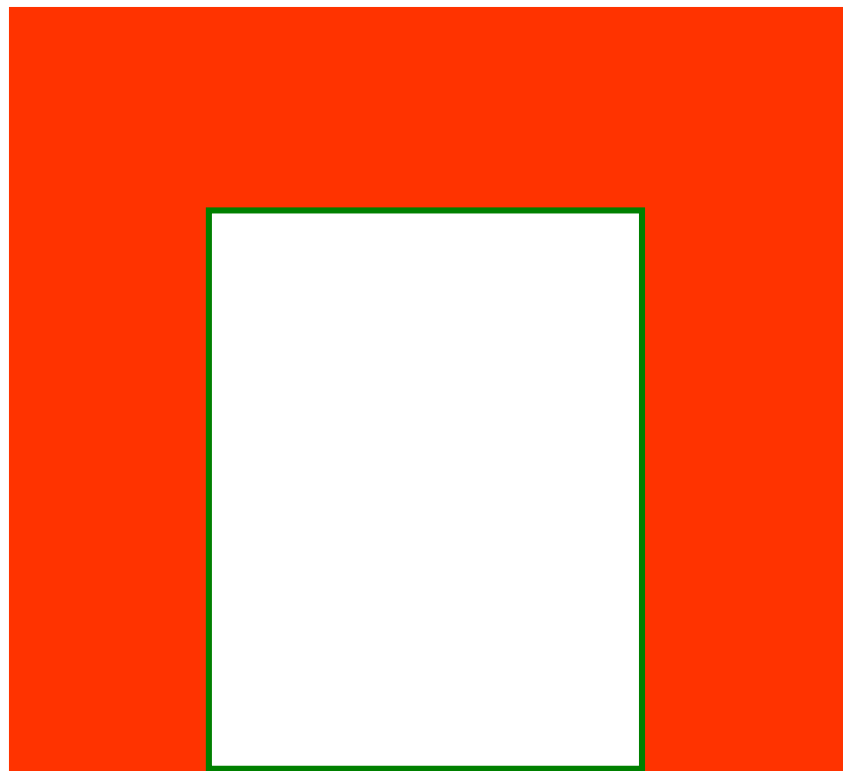
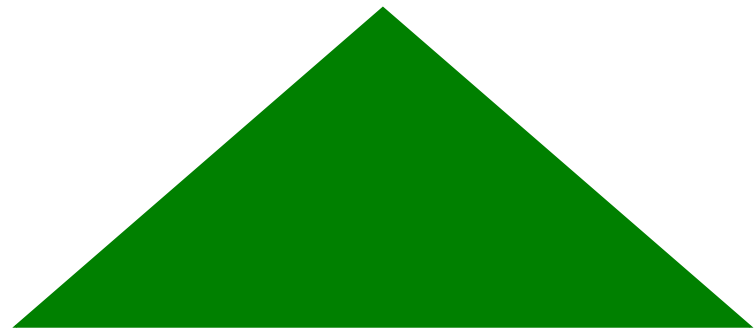
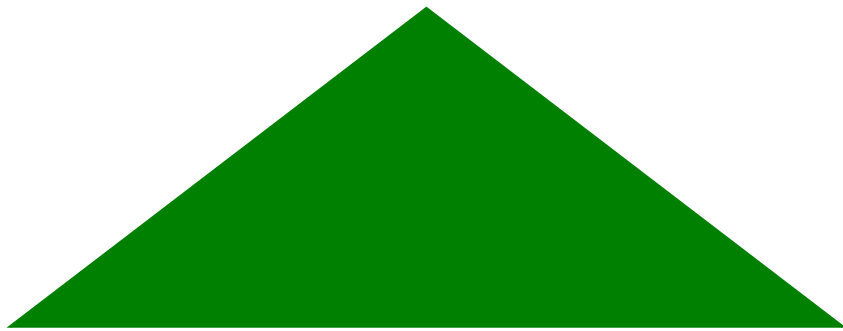




Cut out each yellow door separately, without leaving any white showing.



Cut out each orange house (straight along the bottom of the doorway) without leaving any white showing.  
Cut out each green roof without leaving any white showing.



Cut out each orange house (straight along the bottom of the doorway) without leaving any white showing.  
Cut out each green roof without leaving any white showing.

