



VS13



10-15 minutes



❖ Teddy from VS12



❖ Little Hedgehog



- ❖ A ribbon or stick (fence)
- ❖ 4 identical boxes (houses)
- ❖ 2 plans drawn on paper – one with three squares drawn in black to represent houses and another with four squares drawn in black, and then add a black line in front to represent the fence on both plans (see images on this page and the next)
- ❖ A clear plastic cover for the plans, or laminate them, so you can change the position of the X easily
- ❖ A wipeable marker pen for marking the X, and eraser
- ❖ A raisin or other small food item

LITTLE HEDGEHOG'S MAP



To learn and practise mapping skills
 To practise using substitute drawings
 To understand the world from a variety of perspectives



Note: The difference between this session and the last one is that in this one, colours are not used to help guide your child to the right 'house'. Other than that, the basic process is the same.

Three-House Plan:

Before you start, place your 'fence' and three of your identical boxes face down, facing your child as shown on the sample plan in the image top right. Draw an X with your wipeable pen in one of the squares.

Remind your child of the other games like this they played with you recently. Point to your set up with the boxes and ribbon/stick and ask them if they can remember what the ribbon/stick represents (the fence) and what the three boxes represent (houses).

Introduce Little Hedgehog, and then tell your child: *Little Hedgehog has this map for where his new friend Teddy lives (show the plan of the three houses). But it's only in black and white. However, there is an X marked, as before. Can you remember what the X represents? That's right, it's where Teddy lives. So could you now help Little Hedgehog find Teddy's house?*

Ask your child to shut their eyes and cover them with their hands. Put Teddy in the house that corresponds to the square marked with an X. Make sure the plan is correctly oriented, with the 'fence' at the bottom between your child and the houses.

Have your child open their eyes and give them the plan. If necessary, remind them to use the location of the X to help them to find which house is Teddy's, as they did before. Have them lift up the correct box and put Little Hedgehog into the house with Teddy. Have Little Hedgehog thank your child for helping him find Teddy.

Wipe off the X and swap roles with your child. While you close your eyes, they mark the X on one of the squares on the plan and hide Teddy under the correct box (house). Then you take Little Hedgehog to the right house, using the plan. Comment on how you are using the 'map' to find the correct 'house' as you do this.

CONTINUED ON THE NEXT PAGE



Your child can use position on a plan to locate an object without help from colour cues.



KEY TO LEARNING
@HOME



VS13

LITTLE HEDGEHOG'S MAP – continued

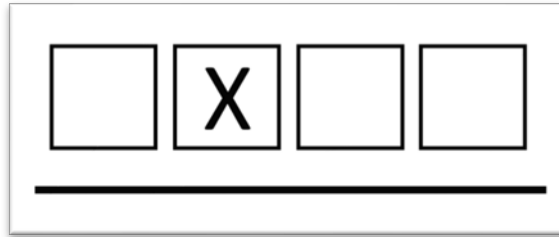


Find the Raisin:

This time use four identical boxes. Set up the boxes facing your child as before. Ask them to close their eyes while you hide a raisin or similar small food item under one of the boxes. Mark it on the four-square plan with an X.

Have your child open their eyes, and give them the plan. Say: *This time, the X marks where a raisin is hidden. And if you find it correctly first time you can eat it!*

Wipe off the X and swap roles with your child. Repeat as many times as they want to.



Cut out Little Hedgehog.

