



DG54



## PARTY TABLES



10-15 minutes



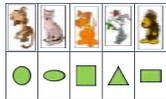
- To use geometric shapes as substitutes for pictures of animals
- To use geometric shapes as symbols
- To use the same symbol to represent different animals at different times
- To develop memory
- To develop self-regulation



- ❖ 30 animals



- ❖ 2 Key Code Charts



- ❖ 5 Party Tables



- ❖ Some party music of your choice



Spread out the thirty animals and tell this short story: *These animals have been invited to a dinner party. However, the host has very fixed ideas about where he wants each type of animal to sit! So all the animals have to sit in their own special places at the party tables. There is a table plan but it has been written in a secret code, and the animals don't know what it means. They are very sad because they don't know where to sit. Can you help the animals find their places at the tables?*

Explain that each animal has its own symbol. Show your child one of the Key Code Charts (leave the other chart out of sight for now) and make sure that they understand how to use it to work out which symbol stands for which animal. Put the chart where they can see it easily.

Put on your party music and put out one of the Party Tables (if you have more than one child doing this session, give them one each to work with). Say: *The dinner party is starting soon! Can you use the Key Code Chart to help the animals find the right places at this table? Can you put the right animal in each place at the table?*

When they have seated the six animals at one table correctly, put on a few different animal voices for those without a seat and say, for example, 'But where are we going to sit?' 'We want to have dinner at the party too!' 'I don't have a seat - whaaaa!' And so on. Then say: *Don't worry! Here is another table being set up now!* Put out one more Party Table and ask your child to repeat what they did before to seat the right animals at the table.

Repeat for the other Party Tables, one at a time, until all the animals are 'seated' and the tables are full. **Note:** Don't put all the party tables out at once or your child will likely sit all the animals of one type first, then the next and so on, and therefore won't be working on the objectives of this session to the same level.

Explain: *All the animals danced together after dinner and had a fantastic evening. They went home feeling very happy. (Take the animals off the tables and put them to one side, and pause the music.) In fact, they enjoyed it so much, they decided to have another party a week later. But this time the seating arrangement was different...*

Show your child the other Key Code Chart and ask them to help all the animals as they did before, with you putting out one table at a time (per child). Put the music on again. When your child has finished, have the animals thank them for their help.



Your child can use a code to link animal pictures to geometric substitutes.  
Your child can use the geometric shapes as symbols (i.e. they know the shape tells them where to put the animal picture).  
Your child can link the same symbols to different animals as directed by different codes.



KEY TO LEARNING  
@HOME

Cut out each animal card separately.

