

## BASIC CONCEPT DEVELOPMENT

Concepts are important for following directions both at home and in the classroom.

They are important for understanding and describing the world (e.g. explaining and understanding the relationships between people, places, things, situations and time).

### Here are some activities:

- 'I spy' (e.g. "I spy something that is above the window")
- 'Simon Says' (e.g. "Simon says: point to the person across from Joe")
- Obstacle course/follow the leader (e.g. "Put a ball in the basket that is next to the door")
- Barrier games – take turns giving/receiving instructions for building objects, drawing designs or writing information while using a barrier (e.g. book, easel) so that others can't see what is being drawn/built (e.g. "Draw a circle in the middle of the page")
- Scavenger hunt - *a list of things to find* (e.g. "Find something that is smooth")
- Treasure hunt - *follow a set of clues* (e.g. "Find your next clue under the chair")
- Blocks (e.g. "I put a red block above the blue block")
- Arts and crafts ("The mouse is farthest from the barn in my picture")
- Gross motor activities (e.g. "Run around the cone", "Let's see who can jump the highest")
- Story time (e.g. "*Sun* and *sky* start with the same sound")
- Playdough (e.g. "I'm making a long snake")
- Textures/feeling objects in a secret box or bag (e.g. "I feel something soft")
- Colouring/writing ("Find the first letter in your name")
- Snack time (e.g. "This cup is empty and this one is full")