

ACTIVITIES LISTING BASED ON INTEREST

Notes:

1. Have ideally 3+ hours a day of free unstructured play
2. These are ideas to get started, but you are not limited to these activities

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Animals	<ul style="list-style-type: none"> • Younger children can learn the names of animals—use specific vocabulary (e.g., cheetah, jaguar, Dalmation, Yorkshire terrier) • Then they can learn the parts of animals (e.g., the domed part of a tortoise's shell is a carapace; the flat part underneath is the plastron) • Can sort animals by where they live: land, sea, air (or perhaps more than one) • Can learn to look after animals (e.g., volunteering at a petting zoo or mucking out horse stalls or looking after a family pet, if that aligns with your family values) • Observe animals—in their natural settings as much as possible • Learn about the life cycles of animals, insects, etc. • Sort animals by classifications (e.g., mammals, birds, reptiles) • Learn about/build models of different animal habitats (e.g., forests, grasslands, deserts, etc.) • Print animal tracks in clay from model animals or research tracks and make a journal of tracks • Create art by making animal masks or sketching or painting animals 	Language, geography, natural sciences, classification
Insects	<ul style="list-style-type: none"> • What insects can you find in your backyard? Local area? • Draw and label different insects in a nature journal • Learn about classification—what makes it an insect vs. a spider? • Lift a log and count how many woodlice (aka roly-poly) you can find • Build a home for a found insect • Read books about insects • Visit a zoo with an insectarium 	Insects

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Food	<ul style="list-style-type: none"> • Cook an omelette • Cook a boiled egg • Bake cookies, cupcakes, cakes, muffins • Make bread • Make pizza dough; choose your own toppings • Make sushi • Learn to make a traditional meal from your family's culture or another culture • Prepare vegetables • Set and clear the table • Decorate the table with flowers, candles, or place names • Grow your own food • Make a shopping list from pictures or by writing a list; help at the supermarket to buy groceries 	Practical life activities, botany, mathematics
Fruit and vegetables	<ul style="list-style-type: none"> • Make a booklet of A-Z of fruit • Taste fruits and vegetables • Try new recipes • Go fruit picking • Visit an allotment or community garden to work on growing fruit and vegetables • Photograph or draw still-life pictures • Plant a herb garden • Plant a vegetable garden • Measure the growth of the plants • Look up seasonal vegetables • Go to the farmers market and smell the fresh produce 	Language, botany, writing, practical life activities, mathematics, sensorial development

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Nature	<ul style="list-style-type: none"> • Collect items for a nature table (e.g., rocks, sticks, feathers, flowers) • Go camping—collect wood and make a fire (learn safety measures and how to respect fire), pitch a tent, sleep under the stars, sing camp songs, toast marshmallows • Photograph nature • Take along a bird book and identify birds • Read books about nature • Sing songs about nature • Free play in the forest • Build houses from wood • Make a mud kitchen with some pots and pans, water, dirt • Climb trees • Use tools like a compass, binoculars, magnifying glass, bug catcher, microscope • Have a bag at the ready with a water bottle, any tools, nature journal, compass, snack, flashlight, camera • For older children, learn to use a Swiss Army knife • Make mandalas from leaves and petals or wall art from leaves, strings, and sticks • Make mini rock gardens with moss, rocks, succulents, etc. • Hug a tree • Participate in forest bathing • Collect rocks and place in a spiral to make a labyrinth to walk through • Find and paint smooth rocks with patterns • Collect a shell at each beach visited; grade shells by type or color • Press flowers in a book or flower press • Make mandala art, wall art, or mobiles using things found in nature 	Botany, language, gross-motor development, sensorial development, mathematics, creativity

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Rainbows	<ul style="list-style-type: none"> • What makes a rainbow? • Collect objects around the home to make your own rainbow • Make play dough in red, yellow, and blue; mix blue and yellow to make green, etc., until you have a rainbow of play dough colors • Photograph everything green in your home or neighborhood and repeat for different colors • Learn shades of colors like magenta, cobalt blue • Hang a crystal to catch the sunlight 	Science, light, art, language development
Rocks	<ul style="list-style-type: none"> • Collect rock samples • Research to find out their type, classify, sort by color, weight • Make a display • Interview a geologist • Study under a microscope • Embark on outings to a mine, diamond factory, etc. 	Natural sciences, language, going out, presentation skills, social development
Space	<ul style="list-style-type: none"> • Draw or make a model of the solar system • Visit an observatory • Borrow a telescope • Observe the next solar or lunar eclipse • Use an app to explore constellations in the night sky • Learn about space shuttles, the International Space Station, rockets, rovers, etc. • Explore the idea of living in outer space • Make a timeline of space exploration • Visit the library to borrow books on their area of interest 	Science, language development, social development, technology
Trees and plants	<ul style="list-style-type: none"> • Learn the names for the parts of a tree • Make a booklet • Investigate leaf types • Collect and classify bark • Keep a nature journal • Observe birds visiting a tree in your garden or park • Learn the names of trees in your local area, country • Understand photosynthesis • Conduct experiments to see if plants grow toward light, if they need light, etc. 	Language, writing, classification, botany, creativity

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Volcanoes	<ul style="list-style-type: none"> • Carry out a simple science experiment • Research where there are active volcanoes • Look for volcanic rock • Draw volcanoes including a cross section and label parts 	Natural sciences, language, writing
Weather	<ul style="list-style-type: none"> • Record the daily weather in a calendar • Keep a weather chart • Read the temperature • Splash in puddles • Identify different types of clouds • Make an indoor tornado in a bottle • Experiment with freezing water to make ice cubes and then melting them • Create a wind sock to measure wind direction and speed • Make a rain gauge to measure rainfall 	Natural sciences, mathematics, language
Fishing	<ul style="list-style-type: none"> • Gain knowledge of names of fish, parts of fish—read a book about different fish species • Become skillful in tying fishing knots • Practice casting • Keep a fishing journal and draw specimens • Dissecting and cooking fish • Weighing fish • Learning fishing regulations in your area, including endangered and protected fish 	Natural sciences, language, hands-on learning, mathematics, writing/journaling
Ocean	<ul style="list-style-type: none"> • Gain knowledge about marine life (e.g., nomenclature, classification, ecosystems) • Delve into ocean conservation and environmental awareness • Understand ocean currents • Read books and watch nature documentaries • Learn about depth, length, size • Create a mini ecosystem with sand, water, shells, and small marine figurines • Learn the names of oceans by using a globe or world map 	Biology, mathematics, ecology

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Water	<ul style="list-style-type: none"> • Make boats to float from recycled materials • Learn about the water cycle • Do a beach cleanup • Take part in practical life activities using water (e.g., water plants, wash hands, wash the dishes, arrange flowers) • Conduct a sink or float experiment • Identify land and water forms (e.g., lake, island, isthmus) • Make a homemade rain gauge to measure rainfall • Produce a watercolor painting • Pour and measure water • Explore the meniscus of water • Create a simple water filtration experiment using sand, gravel, and a funnel 	Natural sciences, practical life activities, care of self, care of environment
Dinosaurs	<ul style="list-style-type: none"> • Make a timeline of dinosaurs • Design a poster of a dinosaur—sketch it, add statistics • Research dinosaurs—for example, learn their names, body parts, sketch them, learn what they eat, their size, what their name means • Design a diorama of their environment • Read (simple) encyclopedia-type books about dinosaurs • Learn about the different time periods and create a timeline of dinosaurs from the Triassic to the Cretaceous periods • Visit a museum with dinosaur skeletons if possible • Research excavation techniques and create a mock dinosaur excavation 	History, animals, writing, research skills, creativity
Electricity	<ul style="list-style-type: none"> • Use snap circuit kits to make a light go on, play music • Make a circuit with a sensor and sound device to go off when someone enters their room • Take apart and rebuild old electronics, such as a flashlight, cassette player, etc. • Research green electricity • Calculate our daily energy footprint • Explore electricity in nature, such as lightning • Learn safety around electricity • Make a lemon battery • Have fun with static electricity experiments like rubbing balloons on hair 	Science, mathematics, technology, creativity, handwork

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Flight	<ul style="list-style-type: none"> • Name ten things that fly • Research when airplanes were invented and how an airplane flies • Make paper airplanes • Make a kite • Make hot air balloons • Visit an aviation museum • Read about famous pilots from around the world including women, BIPOC pilots, etc. 	Science, craft, research skills, going out, creativity
Inventions	<ul style="list-style-type: none"> • Learn about inventions like the telephone, the light bulb, traffic light, the internet, the bicycle, etc. • Design your own inventions • Make a chain reaction using marbles, blocks, and household objects 	Natural sciences, reading, research skills, report writing/ presentation skills
Magnets	<ul style="list-style-type: none"> • Use a magnetic wand to pick up metal objects around the house • Create a magnet maze with a cookie sheet and magnetic balls • Sort objects into “magnetic” and “nonmagnetic” categories • Experiment with the attraction and repulsion of magnets by trying to push them together or pull them apart • Create patterns and designs with magnet tiles on the fridge • Make a magnet fishing game by attaching paper clips to plastic fish and using a magnet to “catch” them • Investigate the strength of different magnets by seeing how many paper clips they can hold 	Natural Sciences

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Measuring and mathematics	<ul style="list-style-type: none"> • Take a tape measure to measure things around the home and record the measurements on a chart or graph • Measure ingredients such as flour, sugar, and milk for cooking/ baking • Sort objects by size and measure them to compare which one is the largest or smallest • Estimate and measure distances outside using footsteps, handspans, or arm lengths • Draw a picture using a ruler to measure and create straight lines or shapes • Play games such as guess the weight/length/volume • Measuring the amount of water in different containers • Use a stopwatch to time races, cooking, etc. • Use a: <ul style="list-style-type: none"> • weighing balance • calculator • watch/clock • drawing compass • Collect rocks, shells, etc., for counting • Have a place on the wall to mark the height of growing children 	<p>Mathematics, natural sciences, sensorial development, language, geometry</p>
Money	<ul style="list-style-type: none"> • Design a currency—paper and coins • Open a bank account • Learn about saving, spending, and donating • Arrange a lemonade stand or yard sale to sell what you have made or are no longer using • Visit a museum with old cash registers • Fill a wallet with some cash and coins to practice paying and giving change 	<p>Mathematics, practical life activities, art, history, creativity</p>

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Robots	<ul style="list-style-type: none"> • Design a robot—use paper and pen to start (label the parts); make a 3-D model from recyclable material • Use simple programming toys to build a robot • Use a metal detector • Have fun with a claw grabber • Create simple programs to control a robot • Set up obstacle courses for a robot to go through • Visit robotics labs, museums, or science centers • Explore sensors, automation, and remote control • Research the history of robotics and significant robotic innovations • Discuss the impact of robots on society and industry 	Technology, creativity, design, mathematics
Technology	<p>For children over 6 years:</p> <ul style="list-style-type: none"> • Introduction to coding: Start with pattern recognition; start with block-based programming languages such as Scratch or Blockly; use hands-on coding toys like LEGO Mindstorms; we can learn together with our child • Learn to build a website using Wordpress • Learn typing skills • Prepare a fun slide presentation on a favorite topic • Learn to make stop-motion films • Build a radio (with supervision) • Make a telephone with a string and two cans • Use walkie-talkies • Create digital stories or films • Try using a metal detector or drone • Parents can find high-quality, interesting websites for their child and bookmark them on the family computer 	Science, mathematics, technology, handwork, art, creativity
Time	<ul style="list-style-type: none"> • Learn how to read an analog and a digital clock • Have a family calendar to record the day and weather • Younger children can practice storytelling using references of time (e.g., yesterday, previously, last month, next year, before my birthday, etc.) 	Mathematics, language, storytelling

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Transportation	<ul style="list-style-type: none"> • Explore transportation in the city/town where you live • Take a train, metro, bus—learn to use a transportation map, plan the trip, purchase tickets • Visit a transportation museum; learn the history of the wheel, trains, etc. • Build a town out of blocks or other building materials—plan roads, train tracks, etc. • Visit a building site, fire station, etc. • Read books about different vehicles/people who work with different vehicles • Learn the names of vehicles and classify types of vehicles: emergency/construction/farm/aircraft, etc. • Make arts and crafts around the theme of transportation • Construct a car ramp to launch vehicles • Trains—build a model railway; ride on a steam train; visit a train depot • Explore the principles of motion, friction, and force 	Sciences, going out, language, creativity, art
Move our bodies in creative ways	<ul style="list-style-type: none"> • Make stilts from cans and string • Make stepping stones from wood circles, rocks, or other found objects • Create a labyrinth with rocks • Play musical statues or musical chairs or movement games like Simon Says • Compete in an egg-and-spoon race or three-legged race • Play ball games like Over and Under 	Gross-motor development, fine-motor development, woodworking, music, social development, creativity

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Building strength/ balance	<ul style="list-style-type: none"> • Helping us carry groceries • Building huts and carrying logs in the forest • Balancing on top of each other in a pyramid formation • Walking on stilts • Practice yoga, exercise, running, sprinting, jumping • Use a jump rope—alone, or a long rope with friends • Playing hopscotch • Pillow fights (with mutual consent from all parties) • Balance beams and balancing on logs, tree stumps, etc. • Riding bikes, mountain biking • Gymnastics—cartwheels, handstands, somersaults, vaulting • Rock climbing—build your own indoor climbing wall • Trampoline—indoor or outdoor • Self-defense classes • Building, woodworking (see above) • Climbing equipment at the playground • Ropes courses (tree-climbing activities), including flying foxes 	Gross-motor development, coordination, social development, practical life skills
Dancing	<ul style="list-style-type: none"> • Roll out a dancing mat and free dance • Try ballet, jazz, tap dancing, hip-hop, breakdancing, modern, folk dancing, traditional dancing • Learn a dance from your family's culture • Film you and a friend or family member doing a synchronized dance 	Movement, music, rhythm, free expression, creativity
Riding	<ul style="list-style-type: none"> • Ride bikes, scooters, or skateboards • Visit horses • Pony rides • Surfing or bodyboarding 	Gross-motor development, care of animals

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Sports	<ul style="list-style-type: none"> • Hang a punching bag with some boxing gloves • Make a target on the wall for throwing bean bags • Darts for older children • Cricket • Baseball • Hockey, ice hockey • Tennis, badminton • Rugby, soccer • Winter sports—skiing, cross-country skiing • Kids' yoga 	Gross-motor development, mathematics, social development, fine-motor development
Building	<ul style="list-style-type: none"> • LEGOS • Blocks • Grimm's rainbow • Magna-Tiles • Wedgits • Kapla planks • Create a zoo, farm, castle, etc. • Woodworking • Build a go-kart 	Fine-motor development, mathematics, creativity
Cardboard projects	<ul style="list-style-type: none"> • Make a looking box—take a shoebox, cut a hole in the side to peek through, and create a 3-D diorama inside the box • From a large box, make a cardboard house with door and window • Make a store to sell goods • Papier-maché or cardboard masks (e.g., of animals) • Lanterns • Make a marble run from old toilet rolls—stick it to a wall or fridge and make it as long as you can 	Arts and crafts, creativity, physics

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Old-fashioned fun	<ul style="list-style-type: none"> • Make a paper chatterbox • Cat's Cradle • Elastics/rubber bands • Long jump rope • Clapping songs • Tag chasing game • Making hiding spots/cubbies with blankets and chairs • Making domino runs—a chain reaction by lining up dominoes and knocking the first down • Hopscotch • Inspired by Elm City Montessori School, paint a giant map (continents/countries) in an outdoor space and play games to learn the names of countries or states • Use fuzzy felt to make faces, seasonal boards, etc. 	Creativity, social development
Outings—free or low cost	<ul style="list-style-type: none"> • Visit the park or playground • Play on swings, slides, climbing frames • Go hiking on a nature trail • Walk to the store to buy groceries • Go to the train station to wave at the drivers/conductors • Catch a ferry, bus, tram, or train • At the beach make forts, castles, dams • Find a water pump and make a path for the water • Read and borrow books at the library • Visit a petting zoo or a local farm 	Gross-motor development, fauna and flora, mathematics, natural sciences, going out
Puzzles	<ul style="list-style-type: none"> • Jigsaw puzzles—choose the number of pieces depending on their ability • Layered puzzles add a different level of difficulty • Tangram puzzles to make different shapes • Wedgits—blocks that nest to make different patterns • Make mandala patterns using things found in nature • Learn the Rubik's Cube • Sudoku puzzles • Word search and crossword puzzles • Use a puzzle map of the world and trace around the pieces to make their own map and label the continents/countries • Chess 	Mathematics, spatial awareness, arts and crafts, logic

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Outside spaces	<ul style="list-style-type: none"> • Construct slides following the contours of the land • DIY tree house • Make shelter from sticks or willow • Create a tunnel • Make a walkway from wood planks • Form stepping stones at various heights from old tree stumps • Create a climbing wall • Hang old pots, pans, and bells as a banging wall to make music with a stick • Climb trees or other structures • Paint a map on a concrete area • Draw a hopscotch • Play chalk games • Use spray bottles, paintbrushes and water to make water art that will dry • See Rusty Keeler's resources (rustykeeler.com) 	Gross-motor development, imagination, social development, mathematics, fine-motor development, music, creativity
Games for traveling	<ul style="list-style-type: none"> • I spy with my little eye • Bingo—make a list of things for them to find • Name a fruit starting with every letter of the alphabet • Etch A Sketch toy • Notepad and paper • Noughts and crosses/tic-tac-toe • Simple card games • Boxes—draw dots in a grid, take turns to add a line; your aim is to stop your opponent from making boxes, while you make as many boxes as possible • Washi tape can make removable roads • Books • Sticker books 	Language, taking turns, winning/losing, working together, creativity

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Buildings	<ul style="list-style-type: none"> • Learn about different types of buildings, e.g.: <ul style="list-style-type: none"> • Bell towers • Mosques, churches, synagogues, etc. • Skyscrapers • Use recycled materials to design their own buildings, perhaps around a theme, such as water • Draw the floor plan of our home • Draw a sketch of the outside of our home 	Mathematics, design, creativity, research skills, history
Culture	<ul style="list-style-type: none"> • Learn about our culture (e.g., music, food, cultural celebrations, art, religion, dress, etc.) • Learn about other's cultures • Study ancient civilizations 	Cultural studies, research skills, geography, history
Flags	<ul style="list-style-type: none"> • Color flags • Study a book of flags • Make a map of a continent and add flags for the countries • Collect stickers of flags from places visited 	Geography, cultural studies
Languages	<ul style="list-style-type: none"> • Learn a language—for travel or for fun or as part of your culture • Read books and poetry in foreign languages • Watch films in foreign languages • Have a pen friend/pen pal in another country • See Books and Writing below 	Language, reading, writing, cultural studies
Maps	<ul style="list-style-type: none"> • Make a map of your street or neighborhood • Draw a map of your house/garden • Sketch a map of (nearby) rivers • Have available a globe, wall map, atlas • Make maps with country labels for each continent, or province/state labels for your country • Travel 	Geography, cultural studies, creativity

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Travel	<ul style="list-style-type: none"> • Involve the child in planning • Purchase a paper map before departure • Create a visual schedule for those needing to know the plan • Have a notebook with a pen and perhaps some small watercolors to make a travel diary • Get a paper map of an area being visited and mark places visited, add illustrations, tickets, or make a travel diary from it 	Writing, planning, art, cultural studies, creativity
People	<ul style="list-style-type: none"> • Research famous: <ul style="list-style-type: none"> • Historical figures • Women • Scientists, mathematicians, historians • BIPOC folks • Interview family members, siblings, neighbors, business owners in the neighborhood 	Research skills, language, reading and writing, any area of interest, social development
Community carers	<ul style="list-style-type: none"> • Learn about people who show care in our community • Find nonstereotypical examples of these • Research, do art, write a story about a community carer (e.g., firefighter, nurse, doctor, postal delivery worker, etc.) 	Language, social development, creativity
Family	<ul style="list-style-type: none"> • Draw a family tree—can improvise where family may not be related but care for each other • Learn names for relatives (e.g., uncle, stepmother, etc.) • If possible, look up where the family comes from, their history, stories • Interview family members or those who act as family 	Language, identity, cultural studies, reading, writing, research skills, social development
History	<ul style="list-style-type: none"> • World history • History of local area/country where you live • Ancient history • History of a subject area, such as math, the internet, photography, language, art • Archaeology • Geology • Learn about a period of history, like the Middle Ages (daily life, art, knights, etc.) • Build critical thinking skills about how history is presented in books, films, online, etc. Ask “Who created this?” “For what purpose?” “Is anyone’s perspective being missed?” 	History, cultural studies, research skills, geography, natural sciences

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Arts and crafts techniques	<ul style="list-style-type: none"> • Origami paper folding • Making pots with clay • Salt dough ornaments as presents or to hang on a festive tree (see recipe in the online appendix “Play dough recipes”) • Ink blowing • Stamps • Paper punches • Visit an Indigenous craft center • Make your own play dough—try different tools from cookie cutters to sculpting tools, make animal footprints, press leaves into clay to make prints (see recipe in the online appendix “Play dough recipes”) • Stencils • Fuzzy felt—make faces • DIY felt board—cover a canvas with felt, cut out items around a theme (e.g., farm, the season, sea creatures). The felt will simply stick to the felt background without adhesive. 	Arts and crafts, cultures, social development, creativity
Artists	<ul style="list-style-type: none"> • Try different techniques favored by famous artists • Study art history around the world; be sure to include the work of women artists, BIPOC artists, disabled artists, LGBTQIA+ artists, and artists from other marginalized communities • Visit art museums • Visit outdoor sculpture gardens 	Art, research skills, going out, language, history, cultural studies, creativity
Drawing	<ul style="list-style-type: none"> • Use pencils, crayons, pens, charcoal, watercolor, paints • Use a variety of papers, sizes of paper, old newspapers 	Art, language, creativity
Handwork ideas	<ul style="list-style-type: none"> • Finger crocheting • Crocheting • Knitting (e.g., knitting squares to make blankets for charity) • Sewing, including mending clothes or sewing on a button • Make an embroidery pattern and create a pillow or bag • Make a patchwork quilt • Weaving • Tie-dyeing • Working with clay 	Fine-motor development, arts and crafts, mathematics, creativity

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Books	<ul style="list-style-type: none"> • Fiction • Nonfiction • Short stories • Chapter books • Poetry collections • Indigenous stories • Encyclopedias • Field guides for birds, animals, and nature • Biographies • Audiobooks and podcasts 	Language, reading, history, any subject area
Poetry	<ul style="list-style-type: none"> • Read poetry books together • Try writing poetry in different forms such as: <ul style="list-style-type: none"> • Couplet: Has two lines that rhyme • Quatrain: a four-line poem with alternating rhyming lines • Haiku: Has three lines; the first line has five syllables, the second line has seven syllables, and the third line has five syllables • Limerick: Has five lines, is funny, and has nine syllables in its first, second, and fifth lines and six in its third and fourth lines • Cinquain: Has five lines, with two syllables in the first line, four in the second, six in the third, eight in the fourth, and two again in the fifth 	Language, any subject area, creativity

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Writing	<ul style="list-style-type: none"> • Place magnet letters on the fridge • Learn the sounds of letters • I spy using phonetic sounds • Have paper, pencils, and scissors available to make lists, notes, signs • Print some paper with empty boxes to make comic strips • Have a stapler available to make small books and magazines based on their favorite book characters • Write letters to family and friends • Send cards • Make a letter-writing area with envelopes, stamps, blank cards • Create your own festive cards • Send New Year's greetings • Keep a diary • Interview family or experts and write a report 	Language, communication, social development, arts and crafts, creativity, social development
Photography	<ul style="list-style-type: none"> • Build a camera obscura • Try a film camera and if possible, use a darkroom to develop the film • Use a digital camera to record the home, outside the home, friends, pets, interests • Visit a photography museum • Learn about the parts of a camera • Borrow a Polaroid camera to experiment with • Keep a photography journal • Experiment with light and shadows • Learn photo editing • Make a photography scavenger hunt—a list of things they need to find to take a photo of • Explore the cyanotype process—fun to watch images appear; easy to develop but wash hands properly and use premade paper rather than wet chemicals 	Art, language, history, creativity
Film study	<ul style="list-style-type: none"> • Watch black-and-white films and other classic movies • Films about BIPOC and diverse populations • Documentaries and nature documentaries • Make stop-motion animation films 	Storytelling, technical studies, any subject area, creativity

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Music	<ul style="list-style-type: none"> • Learn to play musical instruments • Listen to music—identify genres, instruments, etc. • Study the history of music • Experiment with rhythm—fast and slow, loud and soft • Play percussion instruments • Designate an evening as a regular time for the family to listen to music 	<p>Music, movement, sensorial development, fine-motor development, creativity</p>
Theater	<ul style="list-style-type: none"> • Play with a puppet theater • Make your own magnetic theater—make a stage from cardboard and raise .80 in (2 cm) off the table (using wooden blocks); use chopsticks with a strong magnet stuck to them under the cardboard stage to move the characters (e.g., LEGO people with magnets stuck on their feet) • Put on a play for your family • Dress up as your favorite literary character • Practice acting out different emotions • Try some comedy • Put on a magic show 	<p>Language, creative writing, drama, literature, imagination, creativity</p>
Babies	<ul style="list-style-type: none"> • Expecting a new baby—reading books about babies, following the growth of the baby in utero, singing and talking to the baby in utero • Spring offers a possibility to see baby birds and animals and to introduce the idea where babies come from • Care of the baby—diapering, bathing, dressing, helping with a new baby • Showing how to be gentle with a baby; for an older child, how to carry a baby carefully • For an older child, we can introduce the idea of sex and answer any questions they have so they know to get information from us rather than other sources • With an older child, we can talk about genetics and inherited characteristics 	<p>Biology, practical life skills, language, social development</p>

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Human body	<ul style="list-style-type: none"> • Read books about the body • On large paper, draw around the outside of their body—they can draw on their face and clothes or label body parts • Trace their own hands • Use anatomical models of the body to learn body parts and systems • Play Simon Says and move different body parts • Make command cards for actions like “skip,” “hop,” etc. • Do yoga—have pictures or a book to follow • Mix paint to make the color of their skin tone 	Science, identity, language, gross-motor movement, art, creativity
Pets	<ul style="list-style-type: none"> • There are considerations to weigh, such as whether keeping a pet is ethical; discuss this as a family • Pets to consider: rat, mouse, fish, hamster, rabbit, guinea pig, dog, cat, bird, axolotl, or stick insect • Feed pet, give it water, wash it (if needed), clean the tank/ environment, provide playful interaction • Teach it tricks 	Care of others, care of environment
Care of environment	<ul style="list-style-type: none"> • Clean-up day • Watering houseplants • Dusting leaves/shelves • Make bed • Mending clothes • Cutting and arranging flowers • Sweeping, mopping, scrubbing 	Practical life activities, care of environment, fine-motor development, gross-motor development
Recycling	<ul style="list-style-type: none"> • Create storage for cardboard, paper, cardboard rolls, etc. to be reused • Reuse magazines and newspapers for collage • Involve children in recycling • Older children can take recycling to the bins • Visit a waste management plant 	Practical life activities, care of environment

AREA OF INTEREST	SOME STARTING POINTS FOR EXPLORATION	AREAS OF DEVELOPMENT
Clothing	<ul style="list-style-type: none"> • Choose their own clothing each day to wear • Learn to fasten zippers and buttons, tie shoelaces • Research clothing around the world • Explore traditional costumes around the world • Design outfits by cutting out from different pattern paper • Make/sew clothing for a soft toy 	Practical life activities, fine-motor development, cultural studies
Care of self	<ul style="list-style-type: none"> • Folding laundry and putting away in drawers/hang in cupboard • Ironing (with a small iron with limited heat) • Getting dressed • Washing and brushing hair • Brushing teeth and maintaining personal hygiene • Preparing for school or going out 	Practical life activities, fine-motor development