



# Hands on at Home Sand Castle Stomp and Smash!

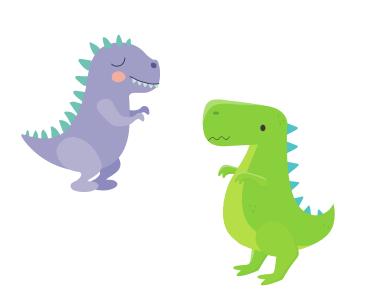
#### You will need:



Container/tray for sand



Containers to make castles eg: small yoghurt containers Sheet for all the messy play Toy dinosaurs (optional)



### Method:

- 1. Make some sand castles on a tray or in a tub with low sides
- 2. Allow some time for your baby to stomp, kick and smash them!



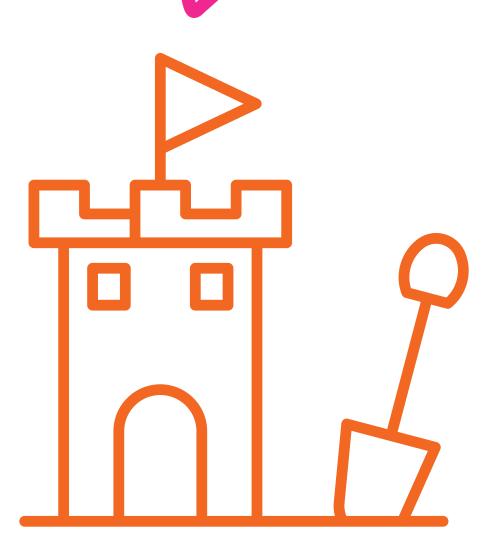
This activity

works your

Little one's big

muscles!

ACTIVITY









## Hands on at Home Sand Foam Fun

You will need:

To make foam:

14 cup of tear free bubble bath

12 cup of water

Few drops of food coloring

Hand mixer or whisk

Big bowl

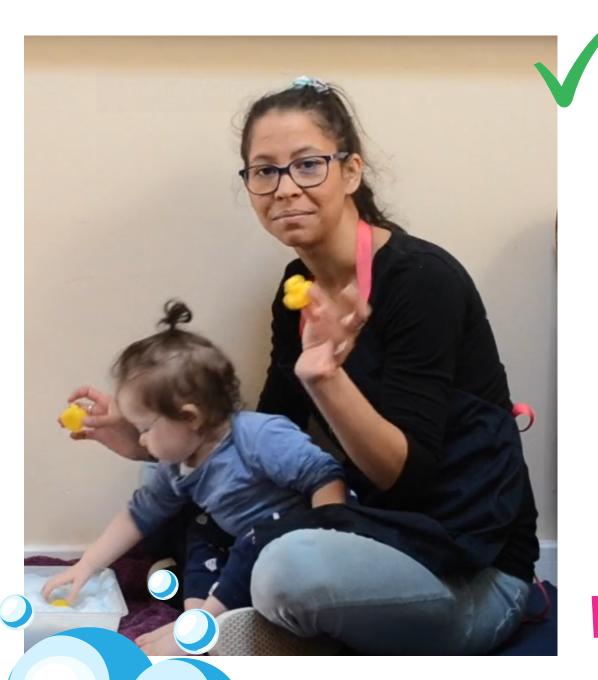
Sand



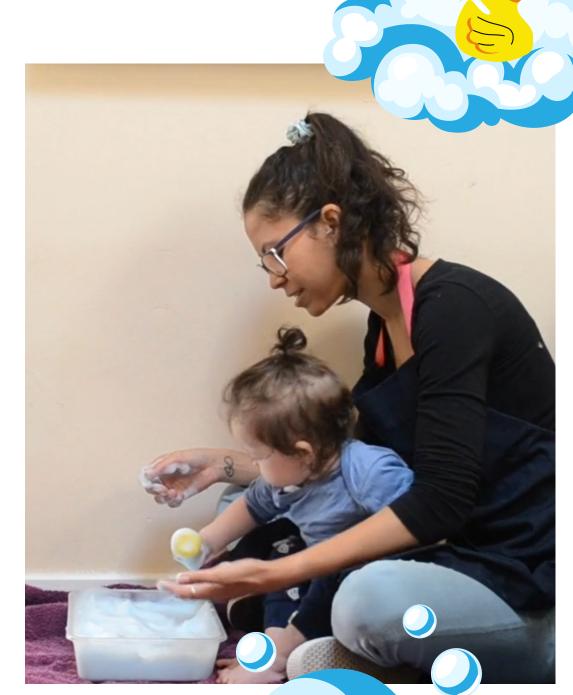
### Method:

Toys to hide in foam

- 1. Make some sand foam using the recipe
- 2. Hide some toys in the foam for your baby to find
- 3. Describe the texture, colour and smell to your little one as you play



TIP:
This activity
works your
LittLe one's
Sensory
Development.









## Hands on at Home Water Balloon Catch

#### You will need:

A couple of balloons

A bowl or tub for balloons and extra

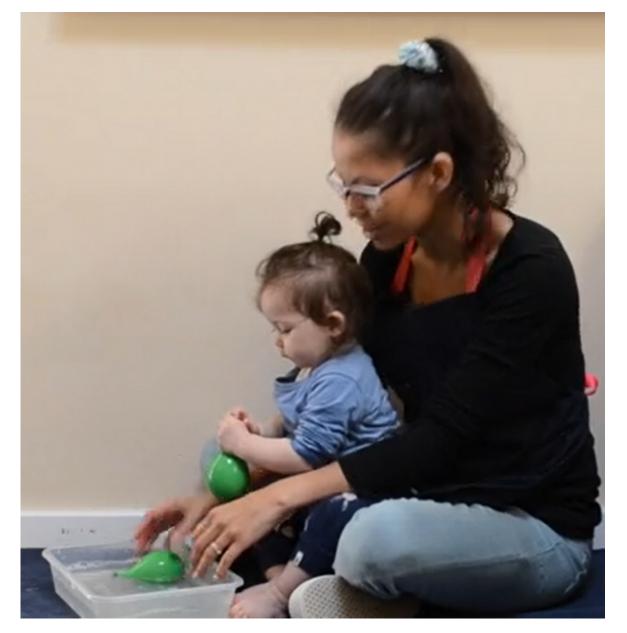
water

A space to play that can get wet Waterproof clothes on child or change of clothes for after play



### Method:

- 1. Make some small water balloons
- 2. Place them in a tub of water and encourage your child to try to catch and pick up the balloons





ACTIVITY TIP:

This activity works your Little one's Small Muscle Development.







### Hands on at Home

### Little Swimming Ducks

### You will need:

A tub of water
Bath ducks
(or other floating toys)
Bubble bath (optional)
Song: "3 Little Ducks went
Swimming One Day" - adapt the
song for the toys you have eg. 3
little frogs went swimming, or
cars or unicorns or whatever!



### Method:

- 1. Have some fun water play with ducks or other animals
- 2. You can encourage Language Development by describing colours, shapes, numbers, prepositions, actions and whatever is happening during play time



ACTIVITY TIP:
This activity is helping your Little one's Language Development.

