

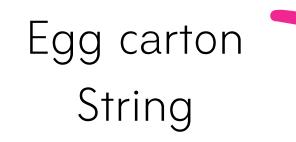
ToddLer Extra Activities



Developmental Overview - Language Development







Sellotape

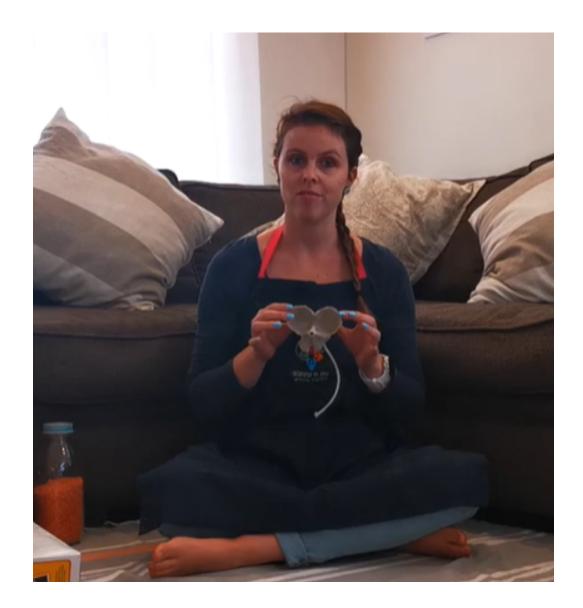
Permanent Marker

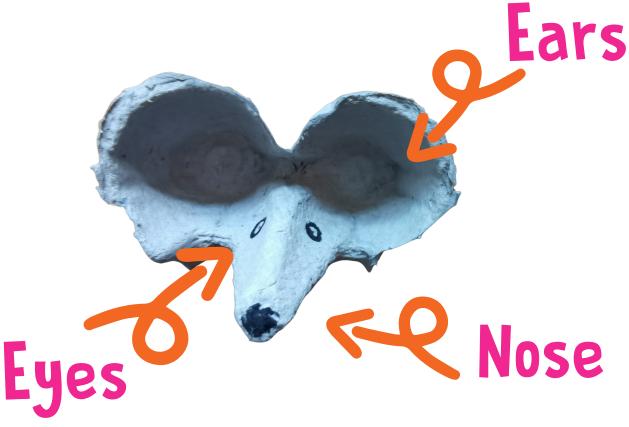
Scissors





- 1. Cut out your egg box as shown in the video so that you have two ears and a nose for your mouse (you need two holes where the eggs go and one of the middle pieces)
- 2. Use a permanent marker to make some eyes for your mouse
- 3. Use some tape to stick a piece of string at the back of the egg box to make the mouse's tail









ToddLer Extra Activities



Developmental Overview - Language Development Hickory Dickory Dock Clock

You will need:

Tray Scissors

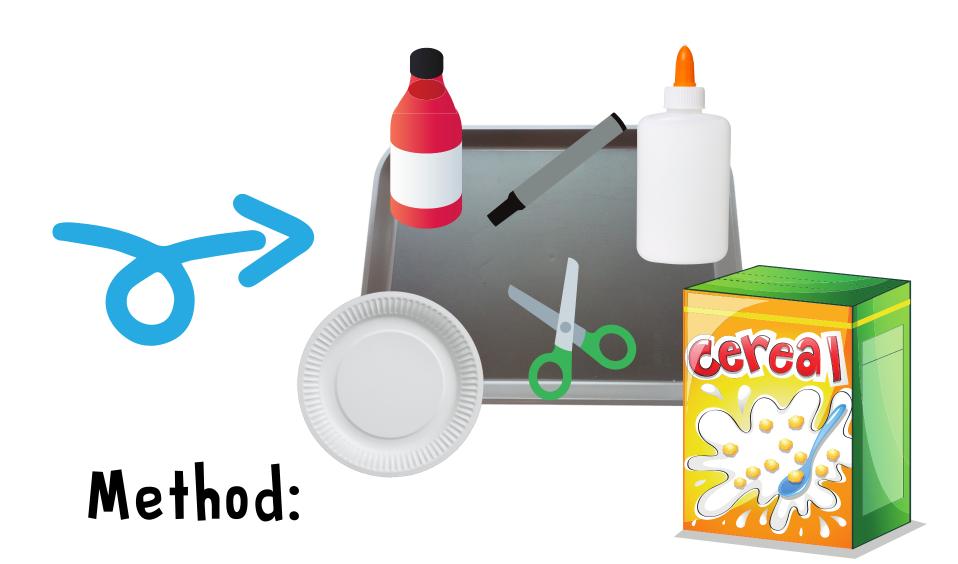
Permanent marker

Cardboard or cereal box

Paper plate

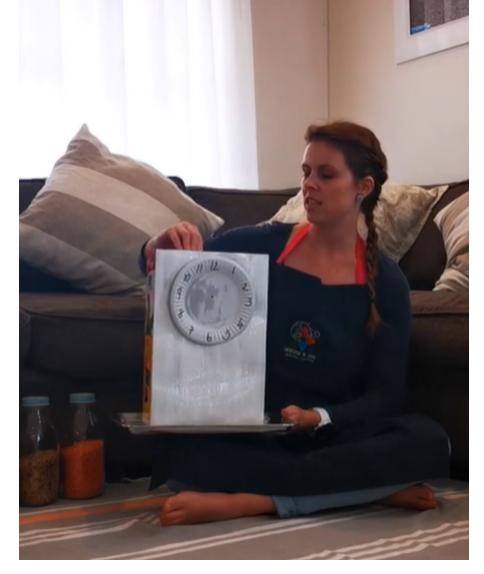
Glue

Paint



- 1. Begin by painting your cereal box with your child
- 2. While it's drying, use a paper plate or cut out a circle from cardboard for the face of the clock
- 3. Use a permanent marker to write all 12 numbers around the edge of your clock
- 4. Make some hands for the clock. You can do this by drawing them on or using cardboard or sticks
- 5. Once the painted box is dry, stick your clock face onto the front of the box
- 6. Use your egg box mouse and your clock to show your toddler how to make the mouse run up and down the clock as you sing Hickory Dickory Dock











ToddLer Extra Activities



Developmental Overview - Language Development Making a Shaker

You will need:

Toilet roll
Stapler
Rice or macaroni
Sellotape



Method:

- 1. Begin by folding one end of your toilet roll and staple it closed
- 2. Show your toddler how to put some rice, pasta or even stones inside the toilet roll
- 3. Fold the other end of the toilet roll and staple it closed. Fold the second side of the toilet roll closed in the opposite direction to the first side so that your toilet roll is not squashed flat
- 4. Cover the staples with some tape
- 5. Together with your toddler decorate the shaker however you like!





You can make more than one shaker and put different objects in them - this will create different sounds!



