Play Inspiration Card

MATH

"Let's see how many Noodles" we can use.

"How many times can we jump" over the bump and wave?

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Play Inspiration:

Children create a variety of patterns (ex. AB, ABA, ABBA, etc.) using the play equipment and their body parts to create additional shapes.

Benefits:

- Increase understanding and application of mathematical concepts such recognizing, describe, and extending patterns, measurement, sorting, classification, shapes, and counting
- Work cooperatively and productively with others towards a common goal
- Problem solving in creative ways through the use of concrete and abstract materials
- Promote physical activity, body awareness, and locomotor movement

Materials:

- Snug Play equipment
- Chalk (optional)

Content Connections:

- Physical Education
- Mathematics
- Creative Arts

Extensions:

- Add various movements (ex. AB (bump, noodle), DFG (jump/squat/clap), AB (bump, noodle), DFG (jump/squat/clap), people (ex. ABCD (bump, girl, noodle, boy) or textures (ex. AAB (soft, soft, hard), etc. to the pattern concepts.
- Using the play equipment children estimate the length of various areas or objects and then cooperatively move the objects to "measure" to see if they're estimation was correct. (ex. the slide is approximately 3 noodles, the width of the gymnasium is approximately 25 bumps, etc.).
- Create your own story problem using the play equipment (Ex. Tim jumps over the Wave 6 times and Sarah jumps over the wave 10 times. How many times did Tim and Sarah jump over the wave in all? How many more times did Sarah jump wave than Tim?) Consider acting these out or using chalk to help solve the problems.
- Identify how the various pieces of play equipment are similar/different to 3 dimensional shapes.
- Create a grid or chart of the various pieces of equipment. Discuss concepts such as greater, less than, etc.