

Activity Plan Form

HDFS 5130/7130

Spring 2018

Student's Name: Jenny Armstrong, Kathy Lee

Type of Activity Plan: Group Socialization

Title of Activity: Sandbox iSpy

Primary Age Group:

	Infants (16 months and younger)
x	Toddlers (17 – 35 months)
x	Preschoolers (ages 3 – 5)
	Grades K – 5 (ages 6 – 11)
	Grades 6 – 12 (ages 12 – 18)

Specific Age(s): 18 months - 5 years

Developmental Goal(s): To provide an opportunity for children to practice their fine and gross motor skills by hiding various engaging toys in the sandbox and encouraging the children to find them by digging through the sand.

Measurable Objectives:

- Children will show improvements in cognitive development skills by remembering what they have to look for and actively searching for those items.
- Children will show subtle improvements in their fine and gross motor skills by demonstrating their ability to dig through the sand to search for and collect various objects and toys.

Amount of Time Needed for Activity: 30 minutes

Materials Needed: (Be specific. Attach patterns if needed.)

- Sandbox
- Objects to hide around
 - Balls, toys, blocks, etc.
- Paper listing the objects by picture for the children to reference

Space Needed: Outside playground sandbox

Restrictions and Precautions:

- Be observant to make sure the children are using the sand appropriately
- Make sure that the sand doesn't come into contact with their mouth, nose, and eyes.

Detailed Procedure:

1. Hide the different objects around the sandbox and places close to the sandbox
2. Introduce the activity to the children
 - a. Show the children the items hidden around the sandbox through the picture collage of the items hidden.
 - i. *"Today we're going to be playing iSpy!"*
 - ii. *"These pictures that you see here are some of the things that are hidden in the sandbox and around the area"*
 - iii. *"I'm going to say, 'I spy with my little eye...' and you have to go find it!"*
3. Start the game by saying *"I spy with my little eye..."*
 - a. Encourage the child to repeat what they are looking for
 - i. *"Can you tell me what you're going to look for?"*
 - b. If the child gets frustrated about the game if they cannot find something, make sure to encourage the child and give them clues
 - i. *"You're getting closer"*
 - ii. *"Maybe go towards the right/left"*
 - c. While playing, ask them questions about their strategy.
 - i. *"How do you plan on finding the objects?"*
 - ii. *"Which object do you want to find first?"*
 - iii. *"Which object do you want to find the most?"*

Adaptations and Variations: For younger children have them find the hidden object instead of saying *"I spy..."* This game can also be modified to fit a theme or lesson in the classroom setting as well. For children that are unable to move or have difficulties with mobility, allow the child to be the "spy" and have one adult hide items with the child and have the adults or their peers look for the items.

Reference:

The procedure for this original activity was developed by Jenny Armstrong and Kathy Lee, HDFS 5130 students.

Items we are hiding:

1. A yellow squishy duck who's fun in the tub
2. A purple elephant in search of her cub
3. A pink plastic crab
4. A red rolling truck
5. A string full of buttons
6. And a yellow boat stuck
7. A blue speedy plane
8. A soft Georgia peach
9. A green plastic shell like the ones on the beach
10. A green foam cube
11. A pink squishy ball
12. And a helicopter that's not very tall
13. A bright hand clapper
14. A wavy yellow string
15. And a thread full of beads in the shape of a ring
16. An oreo cookie but not one you'd eat
17. And a blue plastic duck, completing your feat!

