



Picture News

In the Early Years

Speaking and Listening

EYFS Framework: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

Look at the Picture News poster: What can you see? What do you think this person is doing?

Discuss that this person is playing a video game.

Think about: Do you play video or computer games at home? What can you play games on? Discuss that games can be played using lots of different technology like tablets, phones or on games consoles. *What games do you play? What do you use to play your game? Which game is your favourite, why?*

It has been in the news that The World Health Organisation has joined together with video game companies to help get people to stay at home whilst we are in lockdown. People have been playing video or computer games at home a lot more since the coronavirus began.

Think about: Why do you think people are spending more time on computer games? What other games apart from computer games do you think people could play together at home?

Question: What can we learn from playing computer games?

Computer games can help us learn lots of different things. Look at the pictures on the **EY resource**.

Think about: What do you think each of these games teach you to do? What do you learn when you play the games you play?

Useful Websites

Topmarks

<https://www.topmarks.co.uk/maths-games/3-5-years/>

Crickweb

<http://www.crickweb.co.uk/Early-Years.html>

Being Imaginative: Can you design or make your own computer game character?

EYFS Framework: Creates simple representations of events, people and objects. Selects appropriate resources and adapts work where necessary.

Think about: Can you think of any computer game characters you know? (You could search the internet together for famous computer game characters.) Can you draw or make your own computer game character? Will it be a person/an animal/ a monster? What will your character do in his/her game? Where would you like your computer game to be? Could it be for e.g. in a beautiful garden, a jungle, in a house or on a desert island?

Resources: To draw: Paper, colouring pencils/crayons; To make: Junk modelling materials, glue sticks, tape, children's paint/brushes or any construction materials

Maths: Can you play snakes and ladders?

EYFS Framework: Realises not only objects, but anything can be counted, including steps, claps or jumps.

Talk about how we can also play other games, that are not computer games, at home to keep us busy and they help us to learn too.

Think about: Have we played snakes and ladders before? Where do we start from? Where do we finish? Can we take it in turns to roll the dice and move our counter? What happens if we land on a snake? What do we do if we land on a ladder? Can you count your number of jumps carefully?

Resources: Snakes and ladders game or see EY Additional Resource 2, dice, counters

Writing: Can you write some instructions for how to play snakes and ladders?

EYFS Framework: Uses some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence.

Some people have never played snakes and ladders before! Can you help them learn how to play?

Think about: How do you play snakes and ladders? Can you write down the instructions? What things do you need to play? What do you need to do first? What happens if you land on a snake or a ladder? How do you win the game?

Resources: Instruction writing proforma (see EY Additional Resource 1), pencils, letter/sound mats

Outdoor: Can you make up your own throwing and catching game?

EYFS Framework: Shows increasing control over an object in pushing, patting, throwing and catching it.

We can also make up our own games that will help us to practise our throwing and catching skills.

Think about: What could we practise first, throwing or catching? What can we use to practise throwing/ catching? Where are we going to throw from/to? Should we mark where we need to start from? Do we get any points for where we throw to?

Resources: Soft balls or something else that is easy and safe to throw, buckets or drawn areas to throw to