

Individual Activity Lesson Plan (Smartest Giant in Town)

Date: Monday 04th May 2020

Activity Title: Dress up like a giant

Learning Intention: To start dressing and undressing himself/herself. (PD)

Activity Overview: Your child is going to dress up like 'The Smartest Giant in Town' and then try to get undressed in the same order as the giant in the book.

- Links to EYFS:**
- Shows a desire to help with dressing/undressing and hygiene routines (Physical Development- Health and Self-care)
 - Uses simple sentences (Communication and Language- Speaking).

- Resources:**
- Shirt
 - pair of socks
 - trousers
 - belt
 - tie
 - shoes

Key vocabulary: Shirt, socks, trousers, belt, tie, shoes, dress, undress, giraffe, goat, mouse, fox, dog.

ACTIVITY IMPLEMENTATION (including key question)

Introduction:

- ❖ After reading the story and discussing it, you can ask your child to look with you and to find similar clothes to dress up like the giant.
- ❖ You can use both your child's, mummy's and daddy's wardrobe.

Main Activity:

- ❖ Show your child the correct order of how to put their clothes on.
- ❖ Give your child the opportunity to dress themselves.
- ❖ Your child might find it difficult to put the shirt, the belt and the tie on.
- ❖ After your child has dressed up like the giant in the book, you can direct them through the story to get undressed.
- ❖ In the story the giant sees the Giraffe first and gives the Giraffe his tie as a scarf, which means your child will need to take off their tie first.
- ❖ The giant meets the goat and gives him the shirt he was wearing, so the child must take off their shirt.
- ❖ Continue to do this throughout the story until your child has managed to take their items of clothing off in the corresponding order.



Activity review:

Let your child dress and undress everyday in order to familiarise and become more independent.

- Additional ways to support your child:**
- Offer your child support when they need it.
 - Give your child lots of positive praise.

- Extension:**
- Take the shirt with your child and try to button it. Can your child undo and do up the buttons?