Individual Activity Lesson Plan

CLOWNS NURSERY

Date: Wednesday 13th May 2020

Activity Title: Shoe Patterns

Learning Intention: • To create patterns consisting of two or three types of shoes. **Links to EYFS:** • Uses familiar objects to create and recreate patterns.	**Activity Overview:** Your child will create patterns using shoes.
Resources: • Different types of shoes • Pencil & paper (for the extension) • Story link (in daily timetable)	**Key vocabulary:** Patterns, first, second, third, next, before, after, repeat, sequence.

ACTIVITY IMPLEMENTATION (including key questions)

Introduction:
- Listen to the story 'The Girl, the Bear and the Magic Shoes' and ask your child to recall the types of shoes they saw in the story.
- You could make a list of the shoes together (encourage your child to say the word aloud and use their phonetic knowledge to help write it).

Main Activity:
- Ask your child to gather several pairs of shoes – different colours/sizes will make this activity more fun.
- Explain to your child that they are going to be creating sequencing patterns using different footwear.
- Next model the activity for them, placing a sequenced pattern of shoes on the floor.
- Start with a 2 part- sequence (boot, flip flop, boot, flip flop,) and encourage your child to continue this sequence independently.
- Now, set 3 part-sequence (boot, flip flop, trainer, boot, flip flop, trainer) and ask your child to continue the pattern.

Key questions:
What type of shoe are you going to choose next?
Can you tell me which shoe is going to be second, third?
Can you describe the pattern to me?

Additional ways to support your child:	**Extension:**
Create a repeating pattern yourself and ask your child to copy it underneath. Point and say the name of each type of shoe (vary the volume of your voice for different types of shoe to support recognising the repeating pattern)	Challenge your child to record the pattern using pencil and paper. They may wish to draw the shoes or you could model making a code e.g. f – flip-flop, t – trainer. The pattern may look like this: f, t, f, t, f, t,