At-Home Activities

Color Recognition

All About Me Sorting
Neighborhood Set

Patterning

- Patterning is an important basic math skill. It helps build future math skills such as skip counting, adding, and multiplying. Make patterns using the family counters and have children continue the pattern. First, make an AB pattern by color: red-blue, red-blue, red-__. Point to each counter and say the color name out loud as you point. Ask your child, “What comes next?” and have them continue the pattern. Next, make an ABC pattern by color. Try making patterns by size or type; for example, boy/girl/boy/girl or large/small/large/small.

Colorful Names!

- Put the six houses in a line and have children name the color of each house. Start with the first house and lay out all the matching color counters. Try to think of names for each counter that start with the same letter as the color. For example, the family that lives in the blue house might be Bob, Brenda, Ben, Becca, and Bolt the dog.

The Claw Machine—a fine motor activity

This is a 2 player activity. You will need 2 large bowls and salad tongs.

- Put all the family counters into a large bowl. Now, use salad tongs as “the claw” and move each family counter from one bowl to the next. Play with another person. Make a pile of family counters in the middle of the table. Put an empty bowl in front of each player. Now, take turns using “the claw” to collect counters. If you drop a counter before you place it in your bowl, put that counter back in the pile; it’s the next player’s turn. When all the counters are collected, the player with the most counters wins!
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Speed Sort!

• Put all the counters in a pile in the middle of the table. Line the six houses up next to the pile. Now, race to see how quickly you can put all the counters in their matching-color houses! If you have 2 players, each take three houses and race to see who can fill their houses first!

Ready, Set, Race! (1 to 6 players)

Each player will need a soup spoon for this activity.

• Each player chooses a color house and places it on one side of the room. Place all the matching-color counters on the other side of the room. For example, if you have 2 players, the red and blue houses are set up on one side and the counters are set up in 2 piles (one red, one blue) on the other side of the room. Players stand next to their color counters. Ready, set, go! Each player puts one counter on their spoon and races to drop it into their house. The first player to put all their counters in their house wins!

Over the Rainbow

• Can you make a rainbow with the family counters? Use the picture below to put the colors in order. Start with the purple counters in the center and work your way out.