



North Ayrshire Council  
Comhairle Siorrachd Àir a Tuath

# THE LITTLE BOOK OF FUN IDEAS



Family  
Learning  
Team



ARTS  
&  
CRAFTS

# PAPER RAINBOW

What you'll need:

- Paper
- Scissors
- Coloured pens/pencils
- Glue

Key Skills:  
- Fine motor



# PAPER PLATE CRAFTS

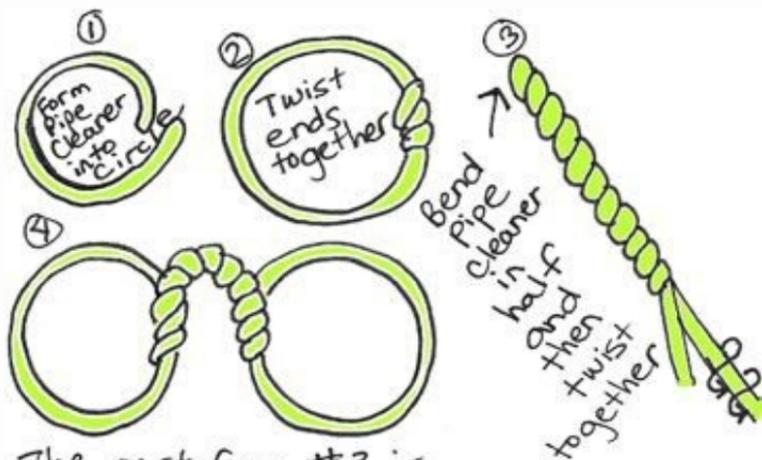


Key Skills:

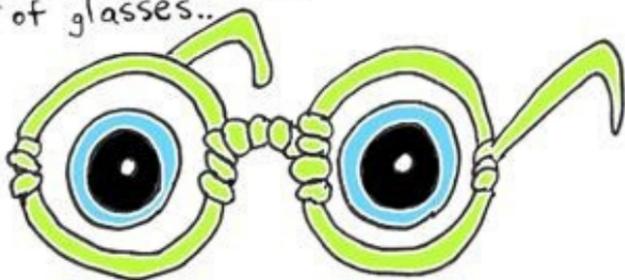
- Fine motor
- Creativity



# PIPE CLEANER CRAFTS



The part from #3 is center of glasses..



Trace cardboard eyes and cut out center of eyes.

## SILLY GLASSES

Key Skills:

- Fine motor
- Creativity



## Bubble Wands

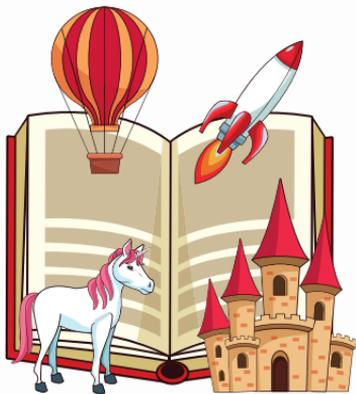


# LITERACY ACTIVITIES



# STORY CUBES

Roll all three cubes. Begin with 'Once Upon a Time' and tell a story that links together all three face-up images. Start with the first symbol to grab your attention. There is no wrong answer, the goal is to let the images spark your imagination.



Key Skills:

- Literacy
- Communication
- Attention & listening

## Word Game

# Stop the Bus!

Who can fill in all the categories the fastest?

Select A Letter That All Your Answers Must Start With:

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

Category	Your Answer	Your Score
<b>Total Score</b>		

Round	1	2	3	4	5	Grand Total
<b>Score</b>						

Sheet  
Number:  
D1A

[www.HowToRaiseAHappyGenius.com](http://www.HowToRaiseAHappyGenius.com)  
Printed by Pictish Beast Publications

Suggested Age  
**6+**

# ONE WORD STORY

Each person says one word to create a story.

Person 1- One

Person 2- day

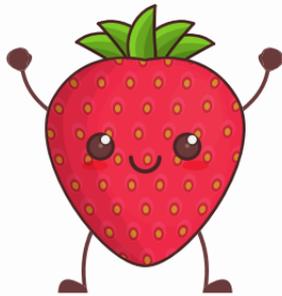
Person 3- there

Person 4- was

Person 5- a

Person 6- giant

Person 7- strawberry



This continues until the story is finished. Recap the story and then it can be acted out.

Key Skills:

- Communication
- Creative thinking
- Attention & Listening

# READING A BOOK

Please find some simple ideas to help develop your child's understanding of a text, their comprehension.

## Retell

Can you and your child tell you're the beginning, middle and end of the story?

## Paper Character

Can your child draw their favourite character or make a paper puppet?



## Strive for 5

Ask 3 remembering questions and 2 questions to make your child think differently about the story e.g. Which character in the story built the house from straw? Who did the wolf visit first? What was the rhyme that the pigs replied to the wolf? If you were to build a house, what would you use to stop the house being blown down by the wolf? If you were the wolf, what would be your favourite food.



## Change The Ending

What would be a better ending to the story? Tell one another your ideas.

## Letter Hunt

Your child can search for their sounds/spelling word/words they have never heard of before.



# SKIPPING RHYMES

## Bubble Gum

Bubble Gum  
Bubble Gum  
In a Dish,  
How many  
pieces  
Do you wish?  
1, 2, 3, 4, 5, ....

(jumper keeps counting until they miss)

[fiveinlecheffs.com](http://fiveinlecheffs.com)

## Helicopter

Helicopter  
Helicopter  
over my head  
what time to you  
go to bed?  
Is it 1 o'clock,  
2 o'clock...

(Jumpers form a big circle. The person in the middle- the spinner- twirls the rope over their head. When it is time to count twirl the rope, holding one end only, on the ground while rotating in a circle as the jumpers jump over the rope. The person who makes a mistake is the next spinner.)

[fiveinlecheffs.com](http://fiveinlecheffs.com)

Key Skills:

- Literacy
- Communication
- Attention & Listening

# Skipping Rhymes

(Bill Allan, NLESD)

## Miss Susie had a baby

His name was Tiny Tim  
She put him in the bathtub  
To see if he could swim.

He drank up all the water.  
He ate up all the soap.  
He tried to eat the bathtub  
But it wouldn't go down his throat.

In came the doctor.  
In came the nurse.  
In came the lady  
With the alligator purse.

Out ran the doctor.  
Out ran the nurse.  
Out ran the lady  
With the alligator purse.

And now Tiny Tim  
Is home sick in bed,  
With soap in his throat  
And bubbles in his head.

**Cinderella dressed in yella,**  
Went upstairs to see her fella,  
Made a mistake and kissed a snake,  
How many doctors did it take?  
1, 2, 3, 4, 5...  
(Count jumps out loud until jumper stops jumping)

## Hot Potato

One potato, two potato, three potato,  
Four,  
Five potato, six potato, seven potato,  
MORE,  
(eight, nine, ten, and so on until the jumper reaches preset goal, such as twenty-five, or misses before the goal is met)



## Apples, peaches, pears and plums,

Please jump out when your birthday comes,  
January, February, March, April, May,  
June, July, August, September, October,  
November, December? (Everyone starts inside the rope and each student jumps out when their birthday month is called. Reverse it by saying chant again and each student jumps in when birthday month is called.)

## Strawberry shortcake, blueberry pie,

Who's gonna be my lucky guy?  
A-B-C-D...  
(Repeat the letters of the alphabet until the skipper gets caught in the rope. If she gets caught on T, then, your "lucky guy's" name will start with T)

## Engine, engine Number 9,

Going down the Chicago Line,  
See it sparkle, see it shine,  
Engine, engine Number 9.  
If the train should jump the tracks,  
Will I get my money back?  
Yes, no, maybe so...  
(Repeat rhyme)

## I'm a little Dutch Girl

Dressed in blue,  
And these are thing  
I like to do:  
Salute to the captain,  
Bow to the queen,  
And turn my back to the submarine.  
(skippers can jump out at this point, but really good jumpers would continue with this:  
"I can do a tap dance  
I can do a split just like this!")

## Teddy Bear, Teddy Bear, turn around

Teddy Bear, Teddy Bear, touch the ground.  
Teddy Bear, Teddy Bear, show your shoe  
Teddy Bear, Teddy Bear, that will do.  
Teddy Bear, Teddy Bear, go upstairs  
Teddy Bear, Teddy Bear, say your prayers.  
Teddy Bear, Teddy Bear, turn out the light  
Teddy Bear, Teddy bear, say good night.

MATHS

ACTIVITIES



# KABOOM!



Key Skills:

- Numeracy
- Number recall
- Turn taking
- Attention & listening

1. Cut up pieces of paper and write numeracy questions on one side e.g.  $3 \times 4$  or  $3+3$  depending on ability. On some pieces write KABOOM!!
2. Place the pieces of paper on the floor or table, written side facing down.
3. Take turns to pick up a question and give the answer. If correct, keep the question, if incorrect then place back on the floor/table.
4. Any player who picks up KABOOM!! Must place all their questions back on the pile. The winner is the player who collects the most correct questions at the end of the game.

# NUMBER BINGO

Children use paper or whiteboards, split paper into 8-half, then half and then half again. Then unfold. Children write numbers depending on stage e.g. multiples of the 7 times table, numbers within 20. Numeracy questions are called out and children cross off the numbers.



Key Skills:

- Numeracy
- Number recall
- Attention & Listening

# GUESS THE NUMBER

This can be played in a group. Set boundaries for the number depending on age (between 0 and 50 or 100-200) Each person takes a turn to ask a question to illuminate the numbers e.g is the number odd? Is it a multiple of 5? Is it higher than 20? Does it have a 4 in it? etc.

Key Skills:

- Numeracy
- Place value of numbers
- Communication
- Attention & Listening

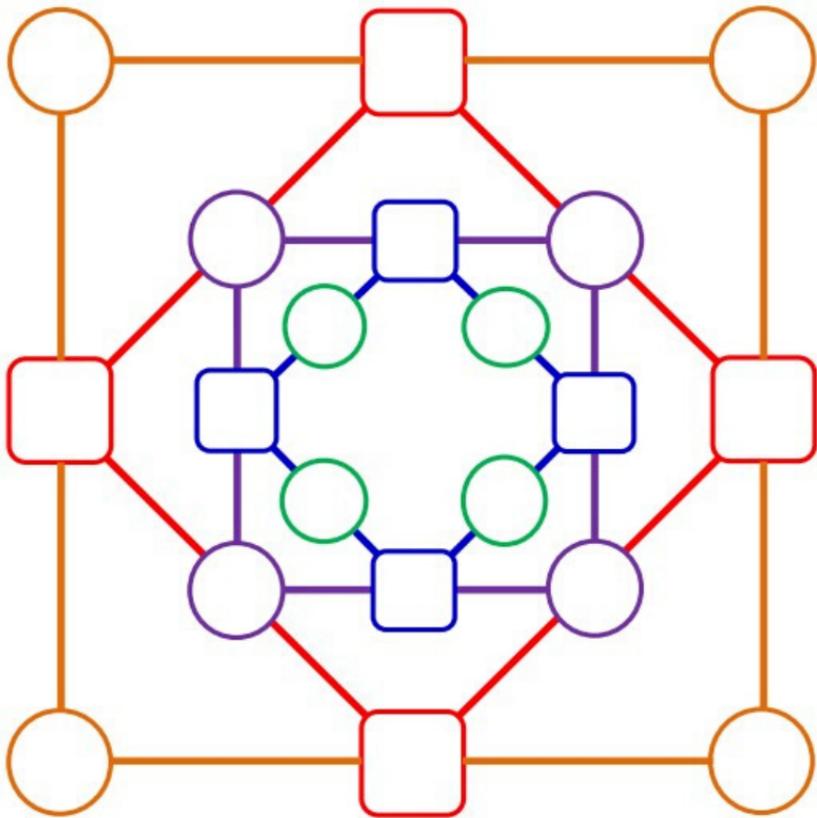


# DIFFY

Key Skills:

- Numeracy
- Strategy
- Subtraction

Begin by writing four different numbers into the four circles on each of the outer corners. Fill in the outer squares by subtracting the smaller number from the larger number on each corner. Continue working toward the center, subtracting the corners. What patterns do you see? Can you get to the middle without a difference of zero?



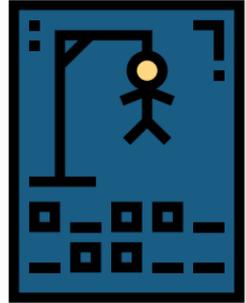


PAPER  
ACTIVITIES

# HANGMAN

Key Skills:

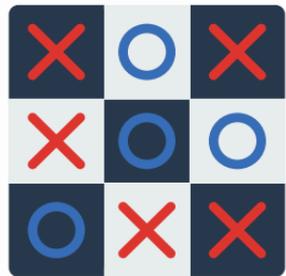
- Spelling
- Attention & Listening
- Communication



# NOUGHTS & CROSSES

Key Skills:

- Numeracy
- Strategy



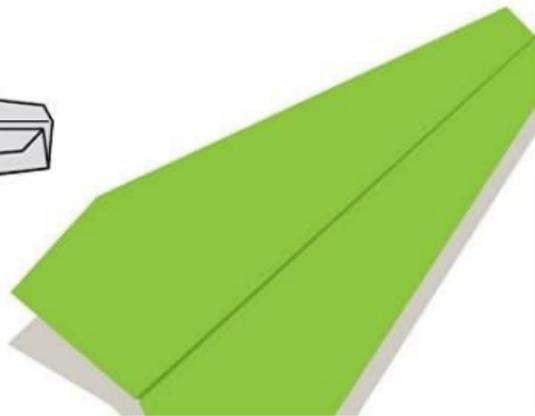
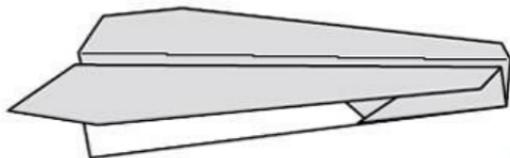
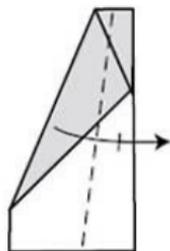
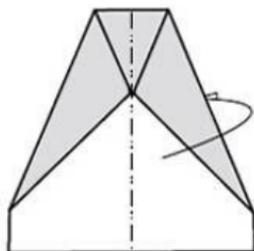
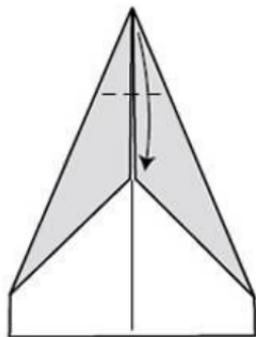
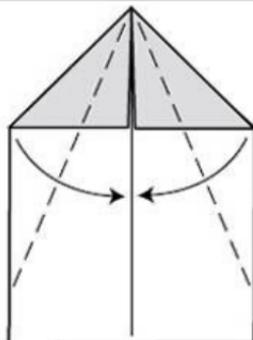
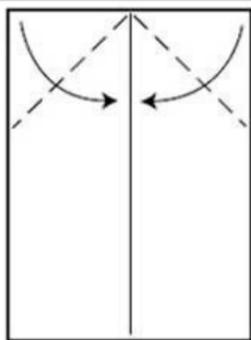
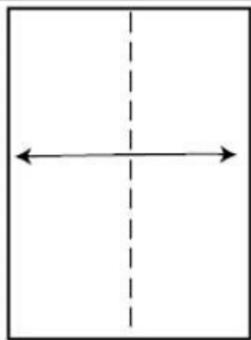
# PAPER AEROPLANE

Key Skills:

- Fine motor
- Problem solving

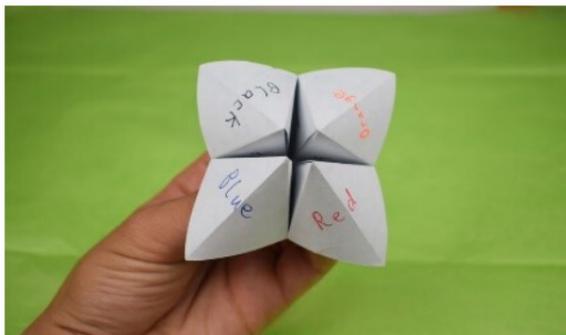


# 1) Glider



# FORTUNE TELLERS

- Fold in half both way
- Fold in both diagonals. Fold corner to corner to create a diagonal crease
- Cut excess paper from top
- Fold in all corners.
- Turn over and fold in all corners
- Open the pockets
- On outside write a colour
- Numbers on the inside and under the flaps can be actions (10 star jumps), numeracy questions etc.



## Key Skills:

- Communication
- Attention & Listening
- Fine motor



# FLIP BOOK

What you'll need:

- Paper
- Stapler
- Coloured pens/pencils

Cut the paper into strips and staple at one end to create your flip book. Draw a series of pictures that allow movement when the pages are flipped through.



Key Skills:

- Pencil control
- Creative thinking
- Drawing skills

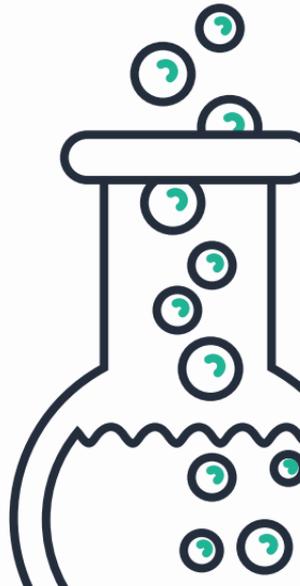
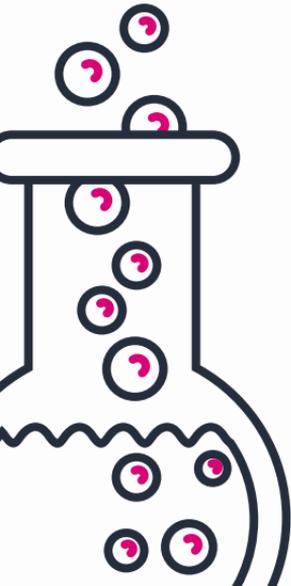
1		2		3	
4		5		6	
7		8		9	
10		11		12	
13		14		15	

SCIENCE

TECHNOLOGY

ENGINEERING

MATHS



# CONSTRUCTION CHALLENGE

What you'll need:

- Toy car (optional)
- Ruler
- Straws
- Cardboard
- Scissors
- Sellotape
- String

Key Skills:

- Communication
- Attention & Listening
- Problem solving

Build a bridge which will span a river 30 cm wide with waves that reach 15 cm tall. Must be able to carry a toy car.



# PAPER PLATE MAZE

What you'll need:

- Paper plate
- Straws
- Glue
- Marble

Key Skills:

- Fine motor
- Problem solving



# CREATE A BOAT

What you'll need:

- Variety of recycled junk
- Twigs
- String
- Sellotape
- Paper
- Pens/pencils

Key Skills:

- Problem solving

Which will float using recycled junk provided? Then test it to see how much weight it will carry.



# OUTDOOR LEARNING





# Garden Scavenger Hunt



Ladybird



Spider



Grass



Leaves



Clouds



Stones



Feather



Bee



Clover



Snail



Watering Can



Daisy



# MINI BEAST HOTEL

The size and construction of your bug hotel is only limited by the materials you have available and your imagination!

Minibeasts are very relaxed tenants and will find the places that appeal to them as long as there are lots of nice nooks and crannies to explore, and some nice rotting bark to munch on. If you build a solid foundation you can always add to your hotel in stages later on or whenever you have the right materials to hand. Have fun and get building!



# TRANSIENT ART

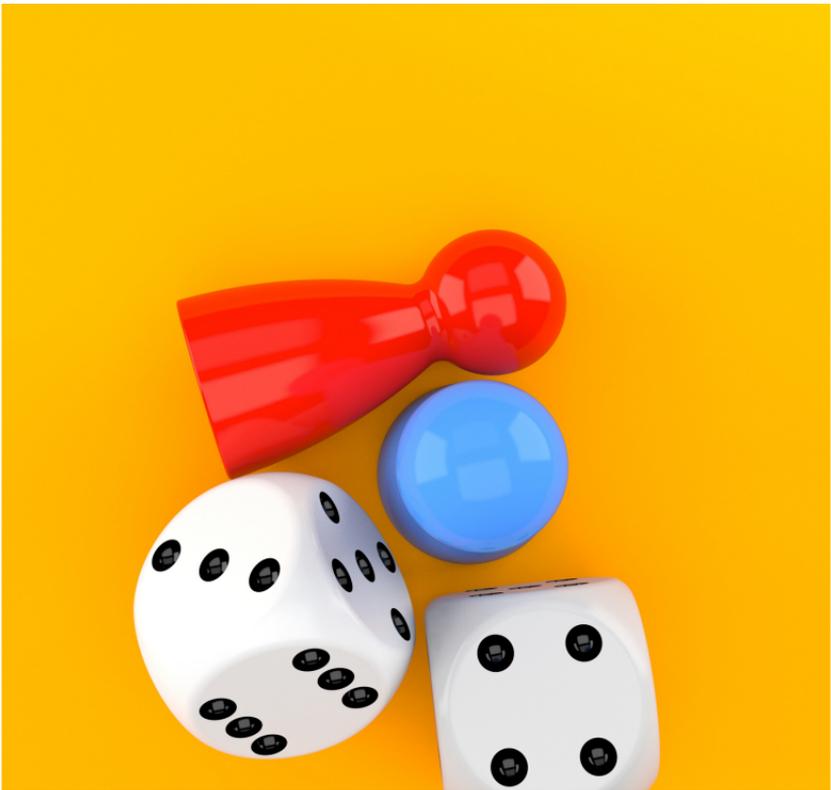
Use everyday objects to create a piece of art



Key Skills:

- Fine motor
- Creativity

# GAMES



# CREATE YOUR OWN BOARD GAME

Children can come up with theme for game e.g. Minecraft, space, jungle. Draw out course of game, number the spaces, decide on pitfalls and benefits. Make up rules e.g. throw 6 to start, land on a red square move back 2 spaces etc. decorate, make counters/characters. Children play the games- how well do they work, do they need any adjustments?

## Key Skills:

- Communication
- Problem solving
- Attention & Listening
- Strategy



# TAPE GAMES

Key Skills:

- Strategy
- Gross motor

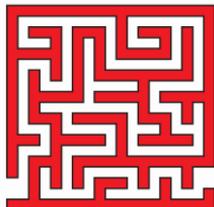
## Walk The Plank

Use the tape to mark out lines on the floor and see if the you can walk along and keep your balance



## Maze

If you're able to create enough space on the floor, constructing a tape maze can be a great indoor activity. Design a simple maze for toddlers or add dead ends to challenge older kids.



## Number Maze

This is a good variation for children who are learning number recognition and counting skills. Mark numbers along the maze route the child can follow in the correct order from start to exit.



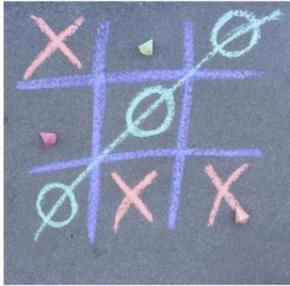
- Key Skills:
- Numeracy
  - Strategy
  - Gross motor



## The Dribbler

Can the kids dribble a small ball through the maze without crossing any of the tape lines? Get a timer and mark how long it takes the kids to move the ball through the maze then challenge them to improve their time.

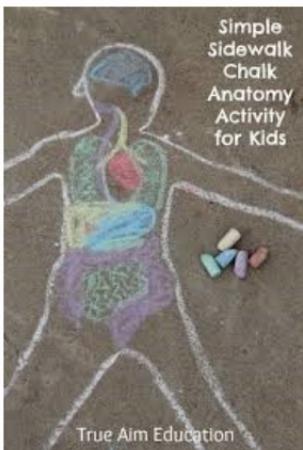
# CHALK ACTIVITIES



Noughts and  
Crosses



Hopscotch



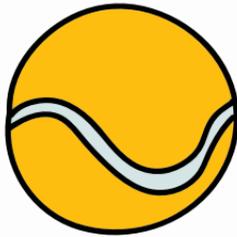
Chalk Body

Draw around  
someone and fill in  
their body parts

# BALL GAMES

## Spelling

Pass the ball whilst each calling out a letter to spell a word.



## Numeracy

When passing the ball, call out a calculation. The person who catches it must answer correctly.

# MARBLES



Safety Note:  
Choking hazard for  
younger children.

Who can roll the marble closest  
to the target (knock your  
opponent out of the way).

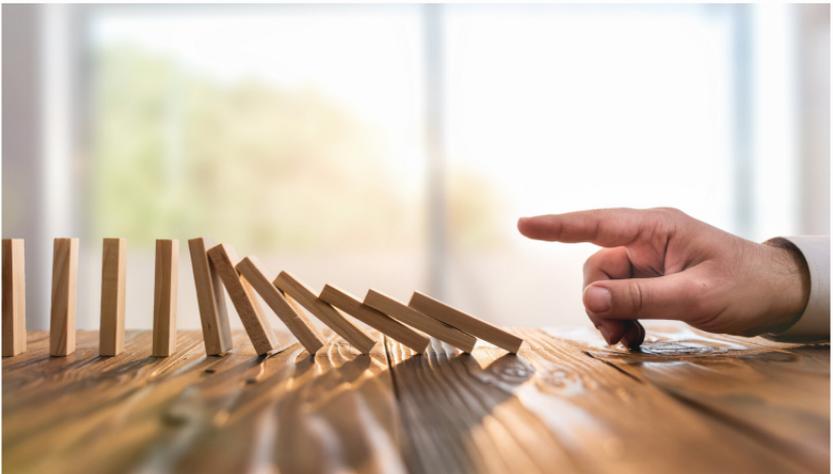
Addition and  
subtraction  
games.

Make your  
own  
marble run.



# DOMINOES

- Key Skills:
- Strategy
  - Numeracy
  - Fine motor



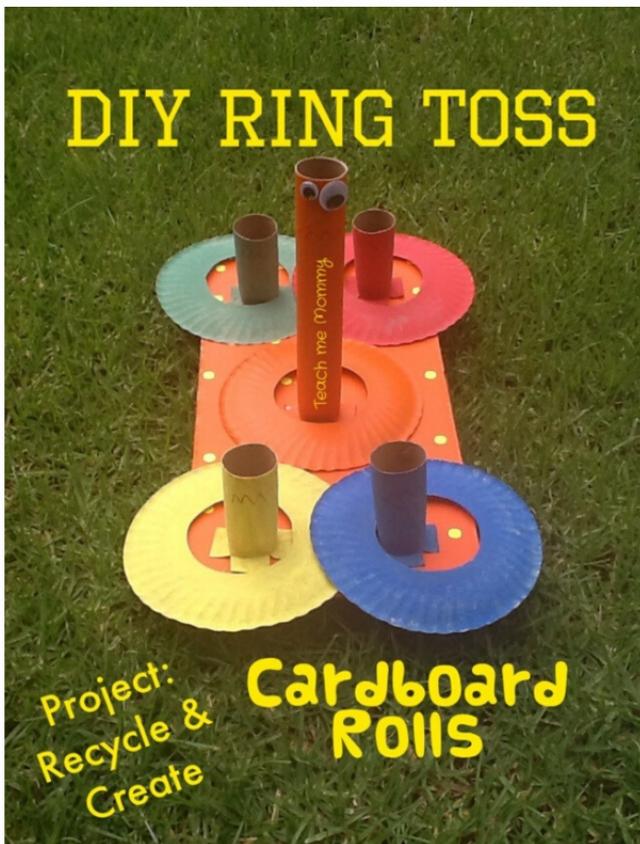
# RING TOSS

What you'll need:

- Paper plates
- Cardboard tubes
- Glue/Sellotape
- Scissors

Key Skills:

- Fine motor
- Gross motor
- Problem solving



A circular arrangement of various playing cards on a green background. The cards are scattered around the perimeter, showing different suits and ranks. In the center, the words "CARD GAMES" are written in a stylized, white, hand-drawn font. The letter "C" in "CARD" is yellow, and the letter "G" in "GAMES" is blue. The rest of the letters are white.

# CARD GAMES

# PAIRS

Key Skills:

- Strategy
- Memory
- Fine motor

Shuffle and spread cards face down on a table between the players. Cards can be laid in a random pattern or in a grid. The object of the game is to find matching pairs. Players take turns turning over two cards and letting all the players see them and study them. If they are not a matching pair, try to remember what and where they are, then turn them back over. The next player turns over two cards. If they are a matching pair, that player removes them from the table and keeps them, and then has another turn. When all cards have been removed from the table, each player counts up the number of cards they have collected. The player with the most cards wins.

Older children can use the whole deck of 52 cards, but younger children may want to use fewer cards.

# MEMORY



Ages: 3+

Players: 2-4

## How to Play

- Deal out all the cards facedown on the table.
- Players take turns to flip over 2 cards. If they flip over a pair that matches, they win the pair and get to have another go. If not, the next player takes a turn.
- If you are playing with a standard set of cards, you can either allow matching the same number and same colour card or just the same value.
- At the end, the player with the most cards wins.

## Variations

You can also play Memory as a one-player game. Use a timer to try and get as many pairs as possible in 3 minutes. Try and beat your own score (or someone else's).

# CRAZY EIGHTS

Ages: 4+

Players: 2-5



## How to Play

- Deal 5 cards to each player. Place the remaining cards in a stack in the centre, and
- flip over the top card to create a face-up card pile.
- Each player takes a turn to play either the same suit or same number on top of the face-up card, or an 8. An 8 can be played on any card, and the player playing it chooses what suit the next player has to play.
- The first player to get rid of all their cards wins.

# TWENTY ONE

Ages: 6+

Players: 2-10

## How to Play

There are many variations of this game. This is a simple version that is suitable for older children who are familiar with addition and subtraction. The aim of the game is to get cards that add up to 21, but no more. Cards are worth the following amounts:

- Aces are worth either 1 or 11 points
- Jacks, Queens and Kings are worth 10 points.
- Other cards are worth the number stated on the card.



Here's how a round of play goes:

- Shuffle the cards and deal 2 to each player.
- Each player looks at their hand and either decides to stick (meaning they don't want any more cards) or tells the dealer they want another card. A player can keep asking for another card for as long as they want. However, if at any time the value of the cards in their hand adds up to more than 21, they immediately lose.
- At the end, after all players have stuck, remaining players must show their hand.
- The winner is the player whose cards add up to the closest to 21.





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We are always interested in hearing your feedback. Use the QR code below to complete our form.

