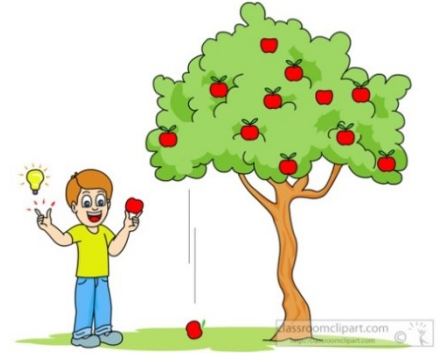


# Introducing 'Cause and Effect' Play

## Why is 'Cause and Effect' Important?

Developing an awareness of 'Cause and Effect' is a really important for young children's development.



***Cause and Effect is when children start to recognise that a movement, action or something they do, can be rewarding as it makes something else things happen!***

Cause and Effect play offers babies and young children some control of their world as they learn what they can do for themselves and what they can make others do for them!

Early awareness of 'Cause and Effect' begins when babies and young children don't just cry to get their needs met, but they begin to 'notice' that by crying they can get someone's attention. Likewise, when throwing a toy out the pram is no longer 'an accident' but practise of 'Cause and Effect': I can throw the toy, someone will pick it up, I can throw it again! This is also when children begin to learn about Object Permanence – recognising that something might be hidden or out of sight, but it is not necessarily lost forever, it is still there and can come back.

Everyday activities that move with ease when let go, pulled, pushed, squashed or swiped at are ideal as an introduction to 'Cause and Effect' play. Think about peas on a plate! Peas roll about if pushed, squash when pressed, disappear when thrown etc!

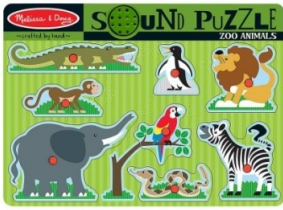
Pop- Up toys like 'frog in a box' begin to combine an early awareness of 'Cause and Effect' with Object Permanence as children learn to: explore missing things; have fun in the element of surprise of finding things; predict what will happen next time; recognise they have the ability to make things happen over and over again and teach them that toys can be fun.

Toys offer children the chance to explore a broad range of experiences safely while having fun. 'Cause an effect' toys often have switches to push; buttons to press; require twist and turn actions; winding up; make a noise; light up; spin; open; shut, jump, move, vibrate etc. These skills can take a lot of practise and like all play and learning, Children will learn best when they have a supportive adult to: show them what to do; help the child to play; offer reassurance; give encouragement; provide lots of opportunities to practise and make play fun!

There are many 'Cause and Effect' Toys to choose from. Below are a few ideas as suggestions only. Many activities can be made from recycled products; borrowed from lending libraries or friends; bought pre-loved at reduced prices from Kids Eco, Gumtree etc. Where possible, try before you buy!

## 'Cause and Effect' Toy Ideas

### Puzzles (by Melissa and Doug)



Sound Feedback Puzzles

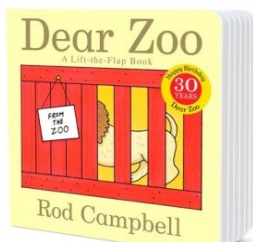


Sound Blocks

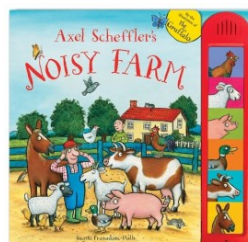


Interactive / Problem Solving

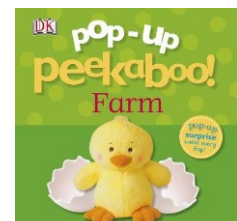
### Books



Lift the Flap / Anticipation



Sound / Musical Feedback



Pop-Up / Surprise

### Shape Sorters (by Hape, Vtech, Fisher Price)



Post & Hide / Investigate



Action/Movement Feedback

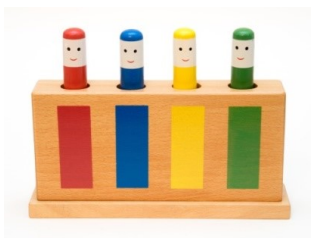


Music/Lights/Sound Feedback

### Pop up Toys (by GALT, GALT and Tolo Toys)



Anticipation/Surprise



Hand/Eye Co-ordination / Jump Action



Problem Solving / Action

## Light Up Toys (Light up Wand, Battery operates Switches and Little Tykes Drum)



Anticipation/Surprise



Hand/Eye Coordination /Pointy Finger Skills



Action / Music, Sound,

## Physical Movements (by Bright Stars, Geospace, Little Tikes)



Light/Sound/Movement



Anticipation/Surprise



Push / Pull Action /Noise

## Mark Making (by Crayola, Tomy, Crayola)



Light, Movement/ Hand /Eye Coordination



Anticipation/Surprise



## Music (by Chad Valley, Vtech, Melissa and Doug)



Sound/Movement



Anticipation/Surprise



Push / Pull Action /Noise

## Create your own 'Cause and Effect' learning activities



### Helium Balloons

**NB -Children should be supervised with ALL balloons at ALL times!**

**'Cause'**: If I...pull on the string

**'Effect'**: I can see the balloon come down

I watch it pop back up again

I can hear the noise of the rustle of the foil

I can feel the force of the gentle pull on the string

Look around the house for everyday activities that arise that promote 'Cause and Effect'. Things like Helium Balloons are really effective in offering feedback but requiring little movements and can offer hours of entertainment however **requires constant supervision.**

### Activities:

-Lay the child on their back on the floor or a bed. Place the string of the balloon in the child's hand. As the child pulls the balloon down state 'Down' and as it jumps back up state 'Up'. Mimic the rustle of the foil, encourage the child to handle the foil, explore how the balloon moves from side to side, moves around, twists, turns etc. As an extension, play some classical music in the background and observe the movements while gently tapping the child's tummy or hand to the beat of the music.



## Create your own 'Cause and Effect' learning activities



### Spray and Squeeze Games

**'Cause':** If I...pull the trigger, squeeze the bottle or drop...

**'Effect':** I can...see water spray or fall; fine or pour

I recognise I can make a mark

I have fun watching the movement of water or paint drip, run or trickle

I am learning the difference between feeling wet and feeling dry

**Resources:** Old squirty bottles e.g. washing up liquid; Old Spray Bottles e.g. gardening or travel bottles; water balloons; paint or food colouring; paper; bath toys

#### Activities:

-Water guns and water squirters in the bath or outdoors.

-Add a little paint to water balloons and drop onto paper on the ground.

-Spray or squirt watered down paint or coloured water (using food colouring) onto paper on an easel or tacked to a fence and watch it run, similar to rain on a window pane.

## Create your own 'Cause and Effect' learning activities



### Runs and Ramps

**'Cause':** If I...push the object...

If I place the object at a certain point...

**'Effect':** I can...see the ball/car move along a track

I learn, if it is not placed correctly it won't work

I can alter the speed or distance if I...

**Resources:** Make ramps using: Empty kitchen roll or wrapping paper tubes;  
-Wooden Train Tracks; planks of wood; sheets of cardboard;-Hoses, Plastic pipes, guttering etc.

Use: Small Balls, Playdough Balls, Pom-Pom's, Cars, Boats, Rubber Ducks etc

## Create your own 'Cause and Effect' learning activities



### Domino Run's and Skittle Games

**'Cause':** If I...push the object...

**'Effect':** I can watch the objects fall over

I can hear the noise of the objects falling.

**Resources:** Children's picture books or celebration cards; bottles or plastic cups; a ball; a large pom-pom; rolled up socks etc. to knock down the objects.

**Use:** Make a domino run by sitting a large number of light weight books or celebration cards, in an upright position, within touching distance of each other.

Line a row of 3 empty bottles; followed by a row of 2 empty bottles in front; followed by a single bottle placed in front of that to make a triangle shape.

Ready, Steady....Go!



## Create your own 'Cause and Effect' learning activities



### Piñata Games

**NB -Children should be supervised with ALL balloons at ALL times!**

**'Cause':** If I...bat the balloon...

**'Effect':** I can watch balloon move

I can hear the noise made

I will get a surprise

I can observe how different materials fall.

**Resources:** Balloons, string; a long cardboard tube, stick covered with bubble wrap or soft ball in a long sock; Shredded Tissue Paper; Confetti; Water; Sensory Foam

**Use:** String a balloon to a door frame or outdoors on a clothes line. Encourage the child to bat it back and forth using the cardboard tube/stick covered with bubble wrap paper or soft ball in a sock.

To extend the activity further and cause a greater element of fun and surprise (if this can be done without causing distress); fill one water balloon at a time with one of the following: Shredded Tissue Paper; Confetti; Water; Sensory Foam.