# Learning Activities for Young Children 

"Let's play!" Playtime is learning time with the handson activities and games in this guide. Below, you'll find at-home ideas to try with your children. Page 2 features a fun bingo-card format-your youngsters will be excited to mark off each item as they complete it!


Editor's note: Guidelines are changing rapidly. Make sure to follow all local, state, and federal laws and recommendations on social distancing and other practices when using these ideas.

## Number writing

As your child learns to write numbers, a little creativity will add some fun.

extures. Give him different materials. He might fingerpaint numbers. Or spread shaving cream in a pan and let him make a number, "erase" it, and make another one.

Glitter letters. Encourage him to write numbers on construction paper and trace over them with glue. Then, have him sprinkle on glitter (or sugar). When the glue dries, he can shake off the extra glitter.

## My post office

Making and delivering "mail" is a good way for your youngster to work on reading and writing.

Let each family member create a mailbox by decorating a file folder and stapling the sides closed. Hang your mailboxes on your bedroom doors, and add addresses ("Hallway Door 3"). Encourage everyone to write messages for each other. Examples: "Let's read a book together" or "Thanks for playing Chutes and Ladders with me." (If your child isn't writing yet, he could dictate his messages to you.)

Seal each message in an envelope, and write the recipient's name and address on it. Stickers can go in the corner for a stamp. Now, your youngster gets to deliver each letter to the correct mailbox. Help your child read his mail. Then, reply to each other's messages-and send more mail!

## ABC strips

Letter by letter, your child can spell and read with homemade alphabet strips.

Cut colorful paper into four long strips. Help your youngster write the alphabet in large letters, leaving about an inch of space between each letter. Have her tape the pieces into one long alphabet strip.

Now, say a short word (car, box, sit), and ask her to spell it by pointing to each of its letters on the strip. As she points, she can say the letters aloud ("c-a-r") and then write the word on another strip of paper. (Give hints as she needs them.) Then, she could use those strips to work on reading the words.

## Dance-step coding

Coding is not just for programming computers! Let your youngster practice the same problem-solving skills using pencil and paper-even if she isn't writing yet. Here's how to get her started.

Together, think of symbols to stand for different dance steps, and print them on
 paper as a key. For example, an arrow could mean to take a step forward, backward, right, or left, depending on the arrow's direction. An X might mean "clap your hands," while an O may mean "twirl around."

Once she finishes, ask her to use the codes to write a "program" for you to follow. As you dance around the living room, be sure to tell her she's thinking like a programmer. Then, make up one for her to follow. Put on music and $\rightarrow \leftarrow \mathbf{X X} \rightarrow \mathbf{O X O}$ $\rightarrow \mathbf{X}$ the night away!

Instructions: Do the activities on this bingo card in any order you choose. When you get five in a row (vertically, horizontally, or diagonally), you've earned BINGO. Keep going until you've completed the entire card-that's Super BINGO!

