

PICTURE PLAY THEATRE

Instruction Card

Aim: Foster playful engagement and collaboration while developing age-appropriate language, memory, imagination, storytelling and executive functioning skills.

Consists of:

- 1 instruction card and Five printable A4-size pages
- Three backdrops for setting the stage, as well as the cut-outs of: a puppy, mother dog, cow, horse, pig, chicken and a ball.
- **5 smaller pictures of the dog, cow, horse, pig and chicken** will be used later, for changing the sequence of the story.

You will need:

- **Thirteen toilet paper rolls** to be used as supports (less if you choose to cut them in half)
- **Aluminium foil** to cover the toilet rolls (optional)
- **Prestik or another kind of glue, tape or sticky tack** for attaching the pictures to the supports.

To set the stage:

- Print the pages and laminate if desired. Follow the outlines as you cut out the pictures
- Shorten some of the paper rolls, if desired, and cover them with foil
- Attach the paper rolls to the pictures and backdrops to support them (use two supports for each backdrop and one support for each of the animals and the ball)
- Display the three backdrops on the coffee table to create a stage
- Hide the characters behind the backdrops and use them as needed.

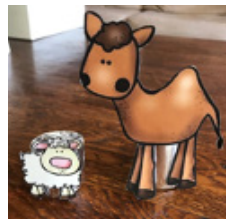
Use the characters to act out a skit:

Introduce the puppy. Ask your child to name him and then let him meet the cow, horse, pig and chicken individually and ask each of them whether they would like to play ball. They refuse one after the other. The cow says she needs to go to the barn to be milked, the horse is needed elsewhere to pull a cart, the pig wants to roll in the mud before the sun sets and the chicken is on a mission to look for the best place to lay her eggs. Then, at last, the puppy finds his Mommy. They hug and she agrees to play with him. Then bring out the ball and show your child how to move it to and fro between the puppy and the mother dog, as they play.

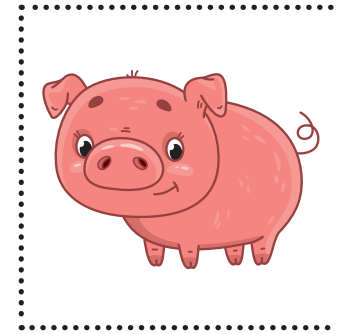
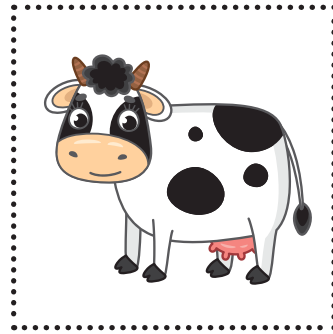
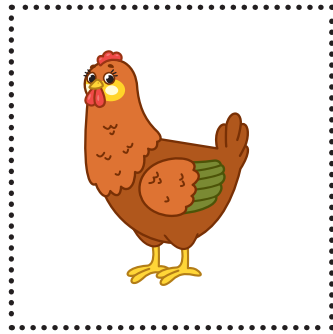
Pointers:

- To develop executive functioning skills, use the guide that is printed on the bottom of the centre backdrop and attach the little squares with Prestik to change the order in which the cow, horse, pig and chicken should be introduced before the puppy finds his Mommy.
- Encourage your child to take over more and more roles as time passes.
- Make conversations that the puppy has with the different animals longer as your child's language skills develop.
- When at a loss for something to say, let the puppy ask the animals questions that start with **why, when, how, who and what**. For example, **"When last did you play ball?"**; **"What is your favourite pastime?"**; **"How does the farmer milk you?"**; **"When is the best time to roll in the mud?"** and **"Why is that so?"**
- Adapt the story to suit your child's interest and have fun. The cow, might, for instance be off to have lunch with a friend in the neighbouring meadow where sweet daisies are blooming, or the horse can be on his way to the Olympics to compete in show jumping events.

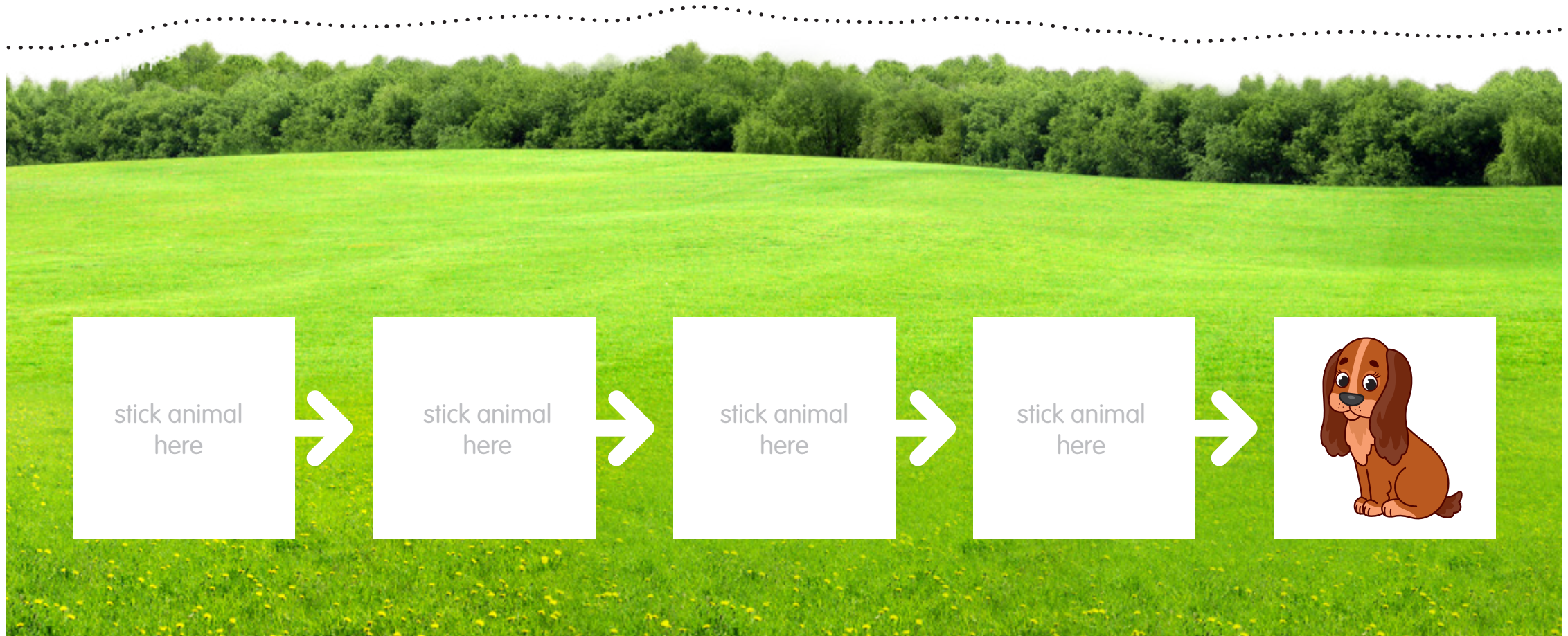
Setup example







Cut along the dotted lines

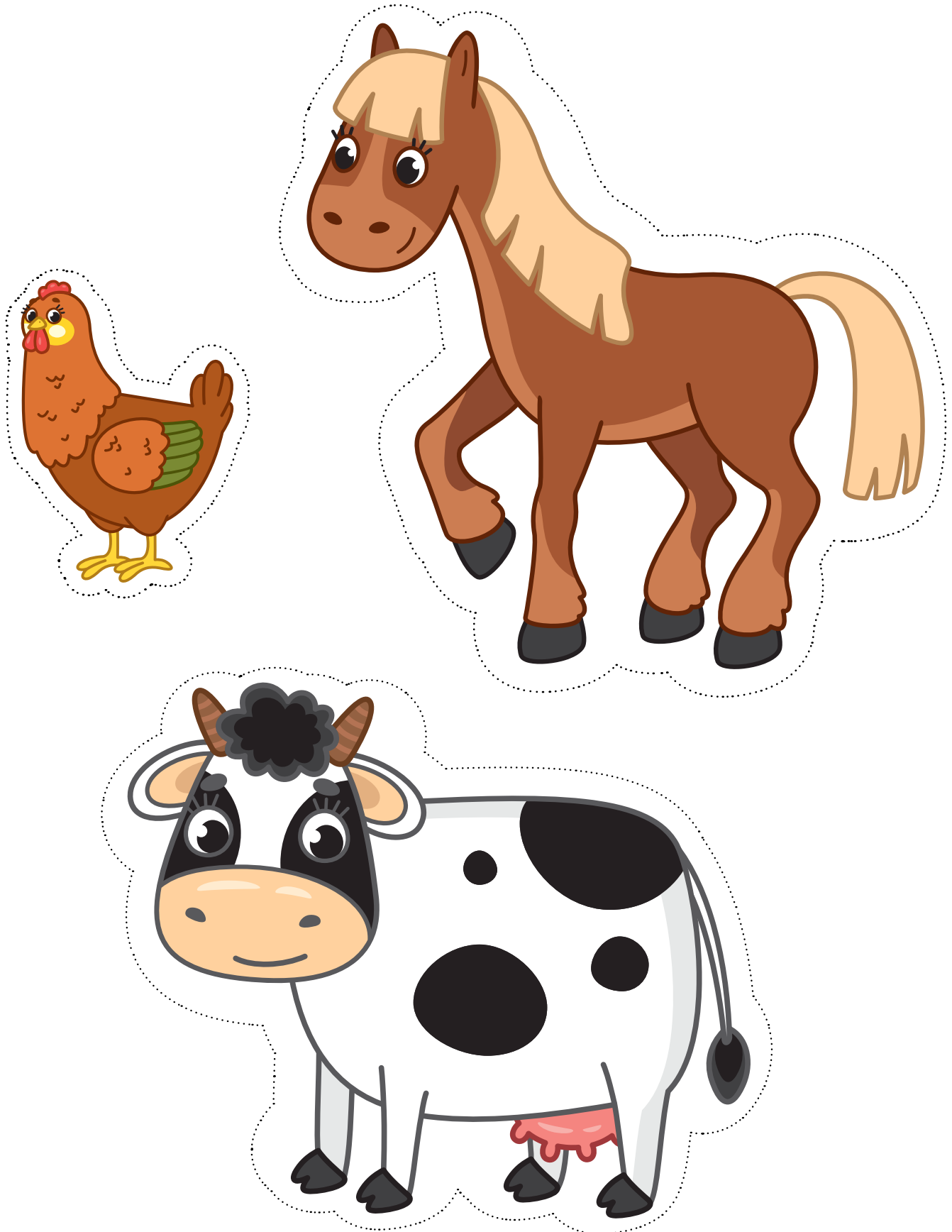




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Animal Cut-out Card

Cut along the dotted lines



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