

iA

1

Puppetry Space

- Various card cut out UV puppets float around the atmosphere...stars, planets, Earth...
- The puppet is sent out of the rocket to explore - dialogue with the child via (pretend) phone.
- △ There's an atmospheric storm - what do we do?



Puppetry

Forest

- Wake up a bird puppet sitting on the nest using various noises. It wakes up - but at once falls asleep again. Repeat several times.
- The puppet tries to count eggs in the nest but keeps getting it wrong - '1, 9, 3, 5' etc... Can you both help the puppet get it right?
- △ A fox steals the eggs... And you both see where it hides them. What happens when the puppet gets back?

iA



Puppetry

Underwater

- Lie back in the boat together gently rocking with the puppet, who sees fish, mermaids, sharks....
- The puppet now pretends to see elephants, flying fish and toasted teacakes...do we believe it? What can you see?
- △ The puppet gets hungrier and hungrier... and wants to fish over the side...what happens?

iA



Puppetry

Under the City

- The puppet explores the rubbish. Look, an old tea bag! Ugh! Egg and chips! Yum! Tomato sauce! Yum! A rotten potato! Ugh!
- You and the child repeatedly say 'Hello [name of puppet]' through a vacuum hose or tube and make loud noises. The puppet always jumps violently and complains it is MUCH too loud...
- △ The puppet likes it so much underground, in the end it wants to stay. What do we do?

iA



Puppetry

Arctic

- The puppet slips over on the ice - exaggerate the fall and land in various silly ways - Wheeee!
- Using an up-ended crawling tube, the puppet invites the child try to land snowballs in it.
- △ The puppet starts to cheat at landing snowballs in the tube, getting too close, claiming more 'hits' than is true etc... What happens?

iA

2

Senses

Space

- Darken a room and transform with fairy lights. Use a white exfoliating or 'glow glove' to create an illuminated tactile creature and let it play.
- Use balloons to create two aliens, drawing eyes and mouth; put your lips to the balloon it will magnify your voice. Speak in 'alien' language together.
- △ Create a 'picnic on the moon' using items such as moon cheese, smarties, coloured water, space dust and improvise in role.

iA



Senses

Forest

- Collect leaves and flowers into a basket. Stroke, smell, twizzle stalks and enjoy this together.
- Build a fire together using sticks, tissue paper and fairy lights, then toast cocktail sausages and marshmallows for a forest feast and sing campfire songs.
- △ Create a sensory story box using forest themed materials such as an egg (which creature?), a feather (which bird?) and edible items such as sweet mushrooms or gummy worms for story-making.

iA

2

Senses

Underwater

- Use a bowl or rubber ring containing sand, buried shells and stones to discover together (or coloured water containing treasure). Hold shells to ears to hear the sea, trace patterns in the sand with fingers and rearrange as a sand picture to photograph.
- Create a magic sea world using a bubble bath and a plastic bottle boat. Take it in turns to sail and immerse the bottle which transforms into something else on surfacing (sea monster, mermaid, sea plane). How many transformations can you do? What happens next?
- △ Create an atmospheric seascape using scented candles, water music, a lilo/boat and cardboard tube/telescopes. Create a storm through found sound using saucepans and lids, home-made shakers and water bottles. Look through the tubes and discover a desert island.

iA

2

Senses

Under the City

- Using one or two torches in a darkened room, play with light patterns, seeing if your child follows the torch movements; hold under your face and switch on and off with different expressions for torch masks.
- Become rubbish creatures! Make costumes from bin bags and crawl around the environment looking at things close up and upside down on all fours; do 'copy me' and 'follow my leader' to interact.
- △ Use rubbish to make a junk puppet. It's lonely...can you make a friend for it? Can you make a shelter for them?

iA

2

Senses

Arctic

- Dress up in wellies and coats. Take a large bag of shredded paper to create a snow shower; use an electric fan to blow flakes, and iced water to create snow sensations.
- Put shoes on the wrong feet to do penguin walks, then start a penguin conversation using penguin language.
- △ Use a scarf as a blindfold in a blizzard and do a sensory story telling tour, discovering iced water, furry creatures and smelly fish. Record findings on your mobile and develop into an arctic documentary.

iA

3

Play

Space

- Put on the helmet the wrong way around (wave arms wildly!) Then the right way around (Ah!) Repeat... Offer to the helmet to the child if they show interest.
- With helmet on, topple and fall over. Encourage child to pull you up and then fall again immediately.
- △ You land on a new planet. You both go out to explore and describe to Earth what you see using the mobile as a walkie-talkie. Swap with the child. If you can ring someone who will join in with questions from Planet Earth, so much the better.

iA

3

Play

Forest

○ Show sticks for a camp fire as you build it, and touch them, exploring texture, sound (tapping, rubbing and snapping them) and smell.

□ Hide and seek: hide your puppet under your clothes, covers, on your head etc. and play 'Where's [name of puppet]?'



Use the stick from the 'campfire' as a story or song -stick/microphone. Sing a line from a song or say the first line of a story. Pass the stick to your child to continue. Take turns.

iA

3

Play

Underwater

- Pretend your goggles are steamed up and you can't see. Stumble about and fall over, making your child laugh until you wipe the goggles clean. Then repeat as they steam up again...
- Sit opposite your child with magnetic fishing rods and do turn-taking to catch fish.
- △ Write or discover a message in a plastic bottle and use this as a stimulus for creative play.

iA

3

Play

Under the City

- Lie back comfortably in darkness with the child next to you. Simply switch the torch on and off, on and off...repeat. Shine the torch on and off under your chin...
- Using 2 up-ended crawling tubes, climb in your 'dustbin' and invite the child to climb in theirs. Play 'Boo' as you pop up and see each other.
- △ Pretend you can smell some gas or chemical in the air, start coughing and then you play dead... what happens?



Play

Arctic

- Put on a fur coat and become an Arctic Bear. Move towards interaction by offering the child a ride on your back.
- Put on a snowman duvet, red nose etc. Lean forward and invite the child to touch your nose. This makes a noise (can use a hooter or your voice).
- △ Go on a full sized Arctic adventure in the environment - who do we meet? Is there a storm? Is there an Ice Maiden? Is the Arctic snow polluted?