

## TOUCH 2 PIECES PUZZLE FARM

Put all the farm puzzles together and make lots of different scenes and settings! Each subject is made up of two large, self-correcting puzzle pieces with lots of tactile details.

## **SKILLS**



Recognize a place from its characteristic features;
Fine motor skills;
Early notions of the natural world;

Shapes and spatial awareness

## **FARM DISCOVERY**

Have the children lay the pieces out on the playing surface, facing up. Ask them to compare the pictures on the pieces with those on the back of the box, drawing their attention right away to the general context and to each element in it. Don't forget to say aloud the names of each object on the back of the box, point to them and prompt the children with questions like: "This is a hayloft! This is a tractor! This is the farmer!" And so on.







Now ask them to fit the pieces together. If the children are finding it difficult, help them by handing them the right piece and ask them to fit it to the matching one. Each time the children put a mini-puzzle together, don't forget to say the name of the object again out loud, pointing to it.



Now you can change the game and play at asking them to recognise the farm animals/objects, asking the following questions: "Where's the cow? Where's the horse? Where's the tractor? Can you find them? Expand the experience by adding some information about the farm. Draw the children's attention to the tactile details on each piece.

To consolidate and check what they've learned, point to the objects, one by one, and ask: "What is this thing called? And this one here, what's it called?" What's this? What are they called? (pointing)



The next step would be to make up stories starring the various objects pictured, using questions like, "What is the man on the tractor's name? And the farmer? And the girl picking fruit? Do you know her?" And so on. Give the children some practice in answering the questions, making up scenarios and talking about them They'll be naturally inspired by the and object shapes to think up stories and games set on the farm.





