

BABY PLAY FARM Montessori

The six game cards can be used like maxi flashcards, showing typical farm scenes with lots of visible details and several more hidden under the pull-out pieces

SKILLS

Learning about the farm
Recognize animals
Distinguish roles and jobs
understand where things come from



YOUR FIRST FARM FACTS

Open the box with the children and draw their attention to the six farm cards and allow them to piece them together into a horizontal rectangle. Pick up the cards, saying aloud the name of each place in the pictures and each object depicted: the farmhouse, the cowshed, the fields, the silo and tractor, the courtyard, the sheep pen, the vegetable plot, the fruit orchard etc. Ask the children to repeat the words out loud after you.



WHERE IS IT? WHAT'S UNDERNEATH?

Point out to the children that each card has pull-out pieces (there are small holes on the back of the cards to make it easier to push them out). Behind them are more animals or things, either behind a window or inside something else. Show the children, for example, that there's a chicken run in the courtyard and when you push out the piece, there are chicks behind it. Or that under the mother hen are some eggs, under the cockerel some worms and so on.



LEARNING ABOUT ANIMALS AND PLACES

Draw the children's attention to the names of the animals: cow, horse, dog, duck, sheep... Explain what happens in each place. For example, the farmer lives with his wife in the farmhouse, cows live in the shed, wheat or animal feed are stored in the silo, vegetables are grown in the garden, fruit trees grow in the orchard, and the hives are home to bees which make honey. These details are all very important and help the children recognize animals, roles and jobs, and to understand where some foods come from.

BOOSTING LEARNING WITH THE THREE-STEP METHOD

After showing the cards to the children and saying the names of the subjects depicted out loud, give them some practice at recognizing them by asking the following questions: "Where is the farmhouse?" "Can you hand it to me?"; "Where's the cowshed?" Can you hand it to me?"; "Where are the vegetables?". Wind up the game by asking the children to say the names of each place on the farm or requesting single pieces of information by pointing to them or asking the following questions: "What is this place called? Who is this man? What are these animals called?"

This final step will reinforce what they have learned and conclude the final step in the Maria Montessori three-stage method: stage one introduces the children to the material and "initiates" their interaction with it; stage two, called "recognition", helps them to learn the names of objects once they recognize and can tell the difference between them; stage three provides an opportunity to consolidate and verify what has been learned.

