

MY IMAGINARY WORLD!

The Doll's House

The Doll's House is a fantastic world waiting to be discovered! The package contains a poster with a picture of an unfurnished doll's house, a series of objects to create, single pieces of furniture, the characters from the house and stick-on eyes for the characters.

The content has been structured to create animated situations and to invent stories, stimulating creativity and expanding vocabulary.



I/ Identify the characters

Place all the pieces in an orderly manner on a playing surface and urge children to put together the mini-puzzles of the elements. When all of them have been put together and positioned correctly, children can name them one at a time, pronouncing the names aloud and picking them up in their hands or pointing to them.

Continuing to play, adults can verify that the names have been associated correctly with the corresponding elements by asking questions such as: "Where is the kitchen?", "Where is the girl?", "And where is the dog?", "Where is the pool?", "Where is the couch?". Finally, children consolidate the learning of the words by adults pointing to the elements and asking "open" questions that are a bit more difficult: "What is this called?", "Who is this?", "What is the name of this element?", "Who is she?"



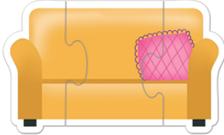
BABY MOTHER FATHER GRANDMOTHER GRANDFATHER DOG CAT BOY 1 BOY 2 GIRL 1 GIRL 2 GIRL 3



CABINET



CUPBOARD



COUCH



TV STAND



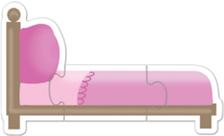
DOGHOUSE



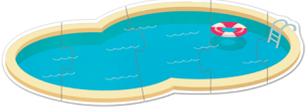
CRIB



FIREPLACE



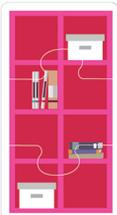
BED



POOL



KITCHEN



BOOKSHELF



HIGHCHAIR



FRIDGE



PATIO TABLE



PATIO CHAIR



LAMP



AQUARIUM



LIGHT



BASKET



MAILBOX



TABLE AND CHAIRS



CLOCK



VASE 1



VASE 2



PICTURE 1



PICTURE 2



FOOTSTOOL

2/ Create and describe situations

At this point, children are free to invent simple situations with the characters supplied. To facilitate the task, select two characters and a series of elements. Have them describe a situation using short sentences: "The girl sits down on the couch", "The dog comes in and sits down on the couch too." Encourage children to experiment with different scenarios and remember to always

mention all the elements by name aloud. Increase the difficulty by adding more elements to a situation and always try to describe the situation created with precise, detailed sentences. You can also give names to the characters making the activity more engaging and stimulating. The describing of situations is a preparatory step for the invention of stories, therefore adults should dedicate as much time as necessary for this phase of the game, without rushing children. The speed of each child should be respected and adults should never do things in their place, but rather help them to do it themselves.

When the children have become familiar with all the elements, suggest using the poster of the doll's house as a background for individual situations. Remember at this point to identify the various areas of the house and to help children memorize both the names and the locations. Finally, invite children to fill in the poster of the house by positioning all the elements available into empty spaces and populating the scene to complete it.

3/ Play by inventing stories

All of the elements (furniture and characters) can be used to invent stories. In this case, the elements of the game can be considered as the "functions of fairy tales"; the constant elements that make up the structure of a fairy tale (protagonist, magical object, antagonist, etc.), as defined by Russian scholar Vladimir Propp.

Remember that in fairy tales, not all elements (functions) have to be present at the same time. Selecting a group of elements is the first step in inventing a story. To make the activity more engaging, the elements can be used as if they were Propp's cards, the famous educational tool for playing with fairy tales. With Propp's cards, you can play alone or in groups.

To play, the child or children (with their eyes closed) touch an element and "draw" it, that is, put it into their hand. They continue to draw at least four or five elements and then try to invent a story with the elements in their hand.

