



Activity Plan

1. Activity name

Potato Head Pals game

2. Materials

Two Potato Head Pals game sets
Blanket
Large dice
Plastic, rectangular container for storing game pieces

3. Environmental arrangement

Spread the blanket on a carpeted area of the room for children to sit on. The blanket defines space for the children.

4. Sequence of steps

Beginning

The interventionist asks, "Who would like to play the Potato Head Pals game?" The interventionist asks the children to help spread out the blanket on the floor and then shows the children game materials (i.e., potato heads, body parts, spinner board). The interventionist explains the rules of the game.

Middle

The children shake and roll the dice to see who starts the game. The children take turns spinning the spinner board to create a potato head pal based on where the spinner lands. The children spin the spinner until all of the potato head pals are complete. Children play the game again.

End

The interventionist gives one child a bell to ring when it is clean-up time. The children put game materials in marked containers with lids. The interventionist asks children to recall what their potato head pals looked like when they had all of their body parts.

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5. Embedded learning opportunities

Learns/Practices fine motor skills
Spins game spinner by using index finger to activate
Holds an object in each hand
Holds Potato Head Pal in one hand while the other hand manipulates body part
Uses two hands to manipulate Potato Head Pal, each hand performing different movements

Learns/Practices cognitive skills
Follows directions that are not routinely given
Maintains participation
Conforms to game rules

Learns/Practices social-communication skills
Asks questions for clarification
Uses words, phrases, or sentences to express anticipated outcomes
Uses socially appropriate physical orientation

Learns/Practices social skills
Responds to request to begin/finish activity
Takes turns with others
Shares spinner
Remains with group during activity
Follows established rules

6. Planned variations

1. The interventionist adds a picnic basket of plastic food. The children can pretend to have a picnic with the Potato Head Pals once the pals are assembled.
2. The interventionist provides soft Potato Head Pals and/or large plastic potato head pals with the small potato head pals.
3. The interventionist adds Fisher-Price or other toy houses and lets the children play with the pals and houses.
4. The interventionist makes clothes for the Potato Head Pals and lets the children dress the potato head pals.

7. Vocabulary

Prepositions (e.g., on, in)
Body parts (e.g., arms, legs, eyes, nose, mouth, ears)
Clothing (e.g., hat, shoes, tie, bow)
Sequence (e.g., first, second, third, fourth, fifth, last)
Taking turns (e.g., my, your, his, or her turn)
Colors

8. Peer interaction opportunities

The number of Potato Head Pals is limited so that the children must create the pals together.
The interventionist asks the children to hand their peers body parts of the Potato Head Pal.
The interventionist asks the children to show their completed pals to each other.
The interventionist prompts the children to introduce their pals to each other by having children give their pals a name.

9. Caregiver involvement

Caregiver suggests games for the children to play.
Caregiver observes children during the game at school and home and take notes on the activity.
A game lending library is created whereby families can check out games for use in their homes.
The interventionist provides families with names of games that are developmentally appropriate for children.
Caregiver provides names of favorite family games.