




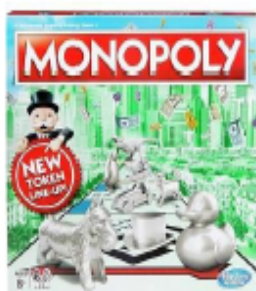


## Games to support combined learning opportunities

 <ul style="list-style-type: none"> <li>• Speaking and listening</li> <li>• Social skills</li> </ul>	 <ul style="list-style-type: none"> <li>• Observation and reflexes</li> <li>• Communication</li> </ul>	 <ul style="list-style-type: none"> <li>• Speaking and listening</li> <li>• Social skills</li> </ul>	 <ul style="list-style-type: none"> <li>• Visual patterns</li> <li>• Fine motor skills</li> </ul>
 <ul style="list-style-type: none"> <li>• Speaking and listening</li> <li>• Social skills</li> </ul>	 <ul style="list-style-type: none"> <li>• Memory</li> <li>• Perseverance</li> </ul>	 <ul style="list-style-type: none"> <li>• Turn Taking</li> <li>• Fine motor skills</li> </ul>	 <ul style="list-style-type: none"> <li>• Turn Taking</li> <li>• Fine motor skills</li> </ul>
 <ul style="list-style-type: none"> <li>• Fine motor skills</li> <li>• Imagination</li> </ul>	 <ul style="list-style-type: none"> <li>• Gross motor skills</li> <li>• Following instructions</li> </ul>	 <ul style="list-style-type: none"> <li>• Fine motor skills</li> <li>• Imagination</li> <li>• Following instructions</li> <li>• Communication</li> </ul>	 <ul style="list-style-type: none"> <li>• Sequences</li> <li>• Turn taking</li> <li>• Visual skills</li> </ul>
 <ul style="list-style-type: none"> <li>• Social skills, turn-taking, observation skills, concentration, perseverance.</li> <li>• Number and colour patterns and sequences.</li> <li>• Up-levelled version involves mental arithmetic for scoring.</li> </ul>	 <ul style="list-style-type: none"> <li>• Older children, mathematical strategy/problem solving, increasing in complexity the more adept you become.</li> <li>• Social skills, communication, turn taking, Following rules.</li> <li>• Memory Skills.</li> </ul>	 <ul style="list-style-type: none"> <li>• Mathematical strategy/problem solving, increasing in complexity the more adept you become.</li> <li>• Social skills, communication, turn taking, Following rules.</li> <li>• Memory Skills.</li> </ul>	 <ul style="list-style-type: none"> <li>• Patterns</li> <li>• Strategy</li> <li>• Sequences</li> </ul>



- Social skills, turn taking, communication.
- Mental maths addition, building speed and confidence.
- Can be used to teach easy methods of addition – eg known facts, number bonds, doubles big number first, compensation etc.



- Counting
- Turn taking
- Communication



- Recognising coins
- Counting in different denominations
- Adding, subtracting
- Finding change



- Social skills, communication, turn taking.
- Number recognition.
- Observation, strategy involved.



- Basic number skills.
- Social skills, turn taking, communication.
- Counting, matching, dice patterns.



- Counting
- Social skills, turn taking, communication.
- Mathematical language – vocab for addition, subtraction.



- Social skills, turn-taking, observation skills
- Developing confidence with number skills
- Solve addition, subtraction and first multiplication sums.
- 



- Recognising coins
- Counting in different denominations
- Adding, subtracting
- Finding change



- 2D Shapes
- Names and properties

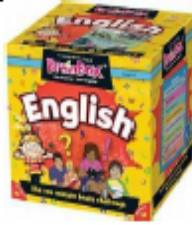
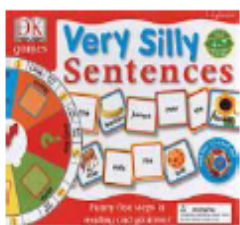

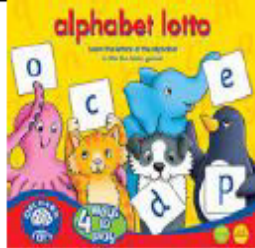

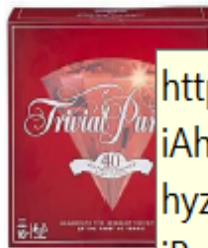


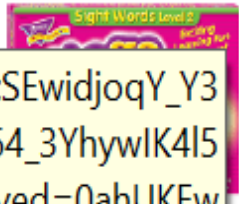


- Turn taking
- Adding
- Coins



Time telling

## Games to promote English skills

 <ul style="list-style-type: none"> <li>• Speaking and listening</li> <li>• Turn taking</li> <li>• Memory</li> <li>• General knowledge</li> </ul>	 <ul style="list-style-type: none"> <li>• Word cards to make sentences, makes it fun by being able to make sentences very silly.</li> <li>• Sentence construction (teaching point – word order matters).</li> <li>• Use to learn about/explain/sort adjectives, nouns, verbs, prepositions.</li> <li>• Use as a prompt for writing practice.</li> </ul>	 <ul style="list-style-type: none"> <li>• Card game - phonics - same sound different spelling.</li> <li>• Low level – keep cards face up, limit the number of cards used.</li> <li>• Higher level – cards face down to improve memory skills.</li> <li>• Upskill- can you think of your own examples for extra points</li> </ul>	 <ul style="list-style-type: none"> <li>• Recognising sounds/letters</li> <li>• Vowel/consonant</li> <li>• Upskill to think of words starting with that letter etc</li> </ul>
 <ul style="list-style-type: none"> <li>• Improve vocabulary and spelling</li> <li>• Turn taking</li> </ul> <p>Adding</p>			
 <ul style="list-style-type: none"> <li>• Speaking and listening</li> <li>• Turn taking</li> <li>• Memory</li> <li>• General knowledge</li> </ul>	 <ul style="list-style-type: none"> <li>• Vowel/consonant</li> <li>• Upskill to think of words starting with that letter.</li> </ul>	 <ul style="list-style-type: none"> <li>• Adding</li> </ul>	 <ul style="list-style-type: none"> <li>• Sight word recognition</li> <li>• Upskill - can they spell the word?</li> <li>• Look/cover/write/check – verbal or to include writing practice</li> </ul>

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## Games to promote Science skills



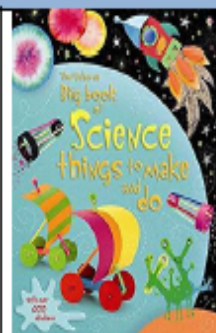
- Learning through play with the science to underpin it, easy to understand



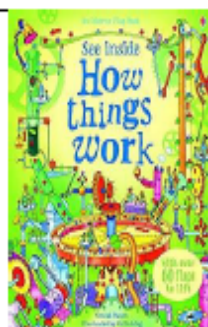
- Anatomy
- Fine motor skills
- Turn taking



- Speaking and listening
- Turn taking
- Memory
- Basic science knowledge



- Reading skills
- Learning through play with the science to underpin it, easy to understand



- Reading skills
- Scientific enquiry
- Easy to understand



- Reading skills
- Learning through play with the science to underpin it, easy to understand



- Learning through play with the science to underpin it, easy to understand



- Learning through play with the science to underpin it, easy to understand