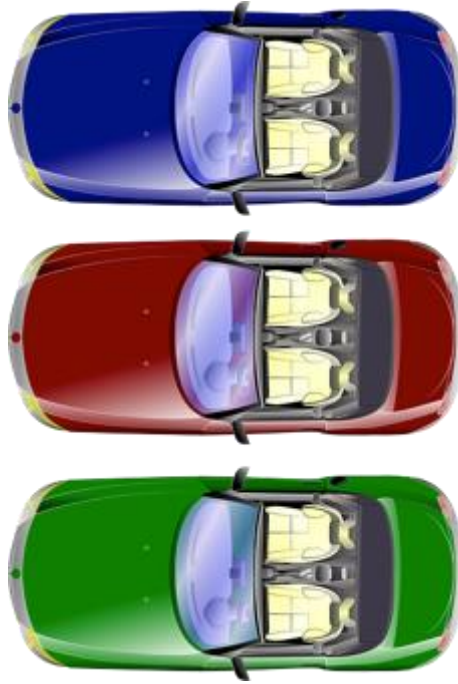


## Sorting and Patterning Games



- Patterning Game
  - Take a set of stickers (i.e., princesses or cars) and a sheet of paper.
  - Stick the stickers on a piece of paper in one of these patterns: 1, 1, 2, 2, (Belle, Belle, Ariel, Ariel) or 1, 2, 3, 1, 2, 3 (car, truck, taxi, car, truck, taxi, etc.).
  - Get your child to identify the pattern sequence, continue it, and make a new one for you to try.
  - You can use any set of objects around the house—table silverware, buttons, M&Ms, blocks, etc.
- Series
  - Name a series of three (and later four or more) items.
  - Have two items go together in some way
  - Have your child identify the item that does not belong
  - Variations:
    - Have child explain why it doesn't belong
    - Have child name another item that would belong in that category
    - Have child try to name and label the category
    - Have the child give you one to try.
  - For example, say: "book, newspaper, spatula." Child says "spatula" doesn't belong, but "comic book" does. Child labels the category "things you can read" or "things with words in them"