

60-66 Month Play Ideas

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Play is a natural way for your young child to grow and learn. Activities in this list support key areas of development from your ASQ. Start with easy ones and see what they enjoy. Help your child build important skills while having fun.

Communication

Your child's language skills, what they understand and what they can say.

Play “20 Questions.” Think of an animal. Let your child ask 20 yes or no questions about the animal until they guess what animal it is. (You may need to help your child to ask yes or no questions at first.) Now let your child choose an animal and you ask the 20 questions. You can also use other categories such as food, toys, and people.

Make color rhymes. Take turns rhyming a color and a word: blue, shoe; red, bed; yellow, fellow. You can also rhyme with names (Jack, sack). Take turns with the rhyming.



Gross Motor

How your child's moves their arms and legs.

Make an obstacle course inside or outside your home. Use boxes for jumping over or climbing through, and pillows for walking around. Let your child help lay out the course. After practice tries, have him complete it quickly. Then try hopping or jumping the course.

Play simple ball games such as kickball. Use a large (8"-12") ball or pillow, and slowly roll move it toward your child. See if your child can kick the ball or pillow and run to “first base.”

Fine Motor

Your child's hand and finger movement and coordination.

Make a nature collage. Collect leaves, pebbles, and small sticks from outside and glue them on a piece of cardboard or stiff paper. (Cereal and cracker boxes can be cut up and used as cardboard.)

Make puppets out of ice cream sticks, paper bags, socks, or egg carton cups. Decorate the puppets with yarn, pens, buttons, and colored paper. Make a puppet stage by turning a coffee table or card table on its side. Be the audience while your child crouches behind the table and puts on a puppet show.



Problem-solving

How your child thinks, plays with things and how they solve problems.

Make a simple memory game with 2 or 3 pairs of the same playing cards (2 king of hearts), or make your own cards out of pictures or magazine ads. Start with 2 or 3 pairs of cards. Turn them face down and mix them up. Let your child turn 2 cards over to see if they match. If they don't, turn the cards face down again. You can gradually increase to playing with more pairs of cards.



Personal-social

asks about feeding, dressing, and how they engage with others.

Play mystery sock. Put a common household item in a sock. Tie off the top of the sock. Have your child feel the sock and guess what is inside. Take turns guessing what's inside.

Practice pretend play. Here are some things to act out: 1) eating hot pizza with stringy cheese; 2) winning a race; 3) finding a giant spider; 4) walking in thick, sticky mud; and 5) making footprints in wet sand.



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