



Island Adventure

A shovel of sand and a handful of water can make a small island of marine animals! Is it sunbathing or avoiding sharks? What will happen next is up to your child's imagination!

Helps Your Child Grow



Creativity

Building an imaginary beach and inventing play with ocean animals encourages your child to transform ideas into a pretend setting and story.

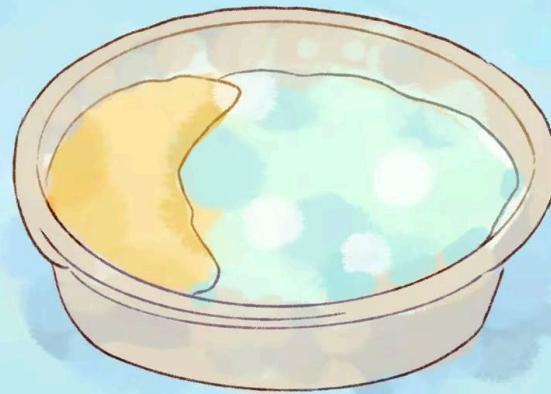


Communicating and Speaking

Telling a pretend story about playing with ocean animals gives your child practice expressing ideas in richer, more connected language.



What You'll Need



Basin, sand, and water



Ocean animal figures

What You'll Need

1. Large basin
2. sand
3. water
4. sea-animal figures



Build a Moon-Sand Beach

Build a small pretend beach at home for the ocean animals. Dig, add water, pat, and pile the sand together. Follow the shapes your child creates and add imagination - for example, if the beach curves like a moon, turn it into part of the pretend setting.

Observations

- Shapes the sand with their hands
- Begins making a pretend beach in the basin without prompting

Tips

- Offer just one imaginative comparison as you describe the shape: “This curved beach looks like the moon.”
- Ask what the beach reminds your child of and build on their answer. There is no need to insist on what a beach “should” look like.
- When your child is absorbed in digging and building, hold back on questions and let them concentrate.



Welcome the Animal Friends

Once the beach is ready, add the sea animals. Give your child time to choose a figure and begin the story before you join. If they imagine an island vacation, for example, follow along with pretend sunbathing or surfing.

Observations

- Pretends to be on vacation at the beach
- Tells you what game they are playing

Tips

- If your child is quiet and has not explained the game, first watch how they use the sea animals, then respond to their action: “The little turtle swam onto the beach.”
- When you join, follow the story your child is already playing instead of introducing a new task or plot.



A Shark Arrives!

Your child may suddenly change the plot - for example, turning an island vacation into a shark adventure. Follow the new idea instead of pulling them back to the earlier story. Pretend to feel nervous and ask, "What should we do?" then keep building the adventure together.

Observations

- Acts out what happens after the shark appears
- Uses a sea creature to chase the shark away after you prompt them to think of a solution

Tips

- Follow the current story with an open-ended question: "Why did the shark come here?" This gives your child room to continue the plot.
- Use facial expressions and an expressive voice as you play - for example, hide nervously behind the sand pile - to make the story more vivid.