



My Animal Village

Build an animal village together. Add a brief interruption or a new rule so your child can remember the plan, adjust it, and return to the problem.

Helps Your Child Grow



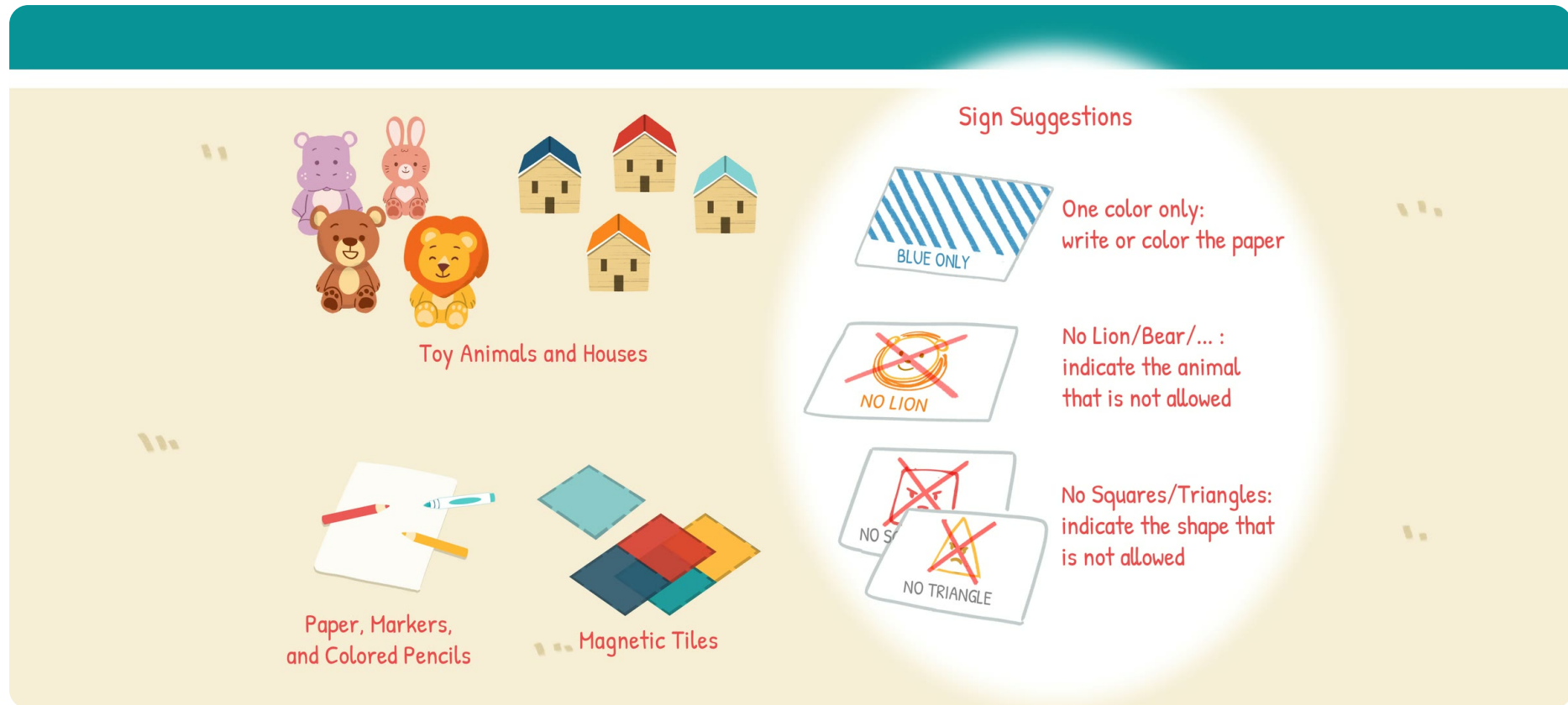
Cognitive Self-Regulation (Executive Functioning)

An interruption or rule change gives your child practice remembering where a task stopped, revising the plan, and returning to solve the problem.



Communicating and Speaking

Discussing where animals live and explaining construction ideas gives your child practice expressing a plan clearly and in order.



What You'll Need

1. Toy animals and small houses
2. magnetic tiles
3. paper, markers, and colored pencils for drawing challenge signs



Where Do the Animal Neighbors Live?

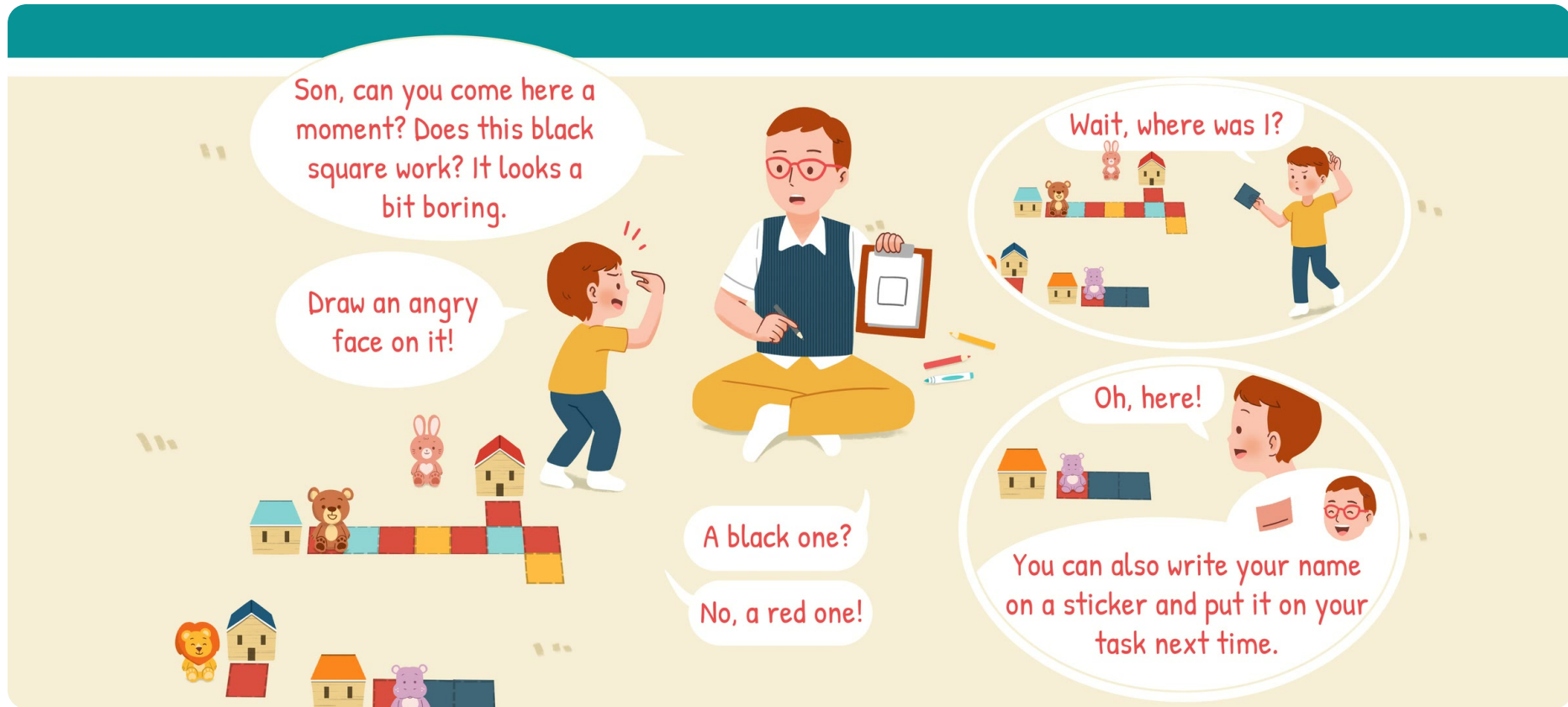
Invite your child to design an animal village while you act as the assistant. Before building, ask about the plan and offer paper for sketching ideas. Talk about which animals might live together and what roads or homes they need.

Observations

- Explains why the lion should live beside the hippo
- Pretends to be a designer and builds a village for the animals

Tips

- Reflect the plan clearly: "You explained that well. Now I know how I can help."
- When your child asks for help with a task such as drawing a sign, offer only the support they need to continue the shared project.
- Before building, compare what different animals need: Which could live together, which need separate spaces, and why?



Pause and Pick Up Where You Left Off

Partway through building, introduce a brief side task that interrupts the activity. When it is finished, see whether your child remembers where the build stopped. If not, show one strategy for next time, such as leaving a small marker at the stopping point.

Observations

- Returns to the original building task after the game is interrupted
- Uses facial expressions and movements to act out the emotion on a prompt card

Tips

- Invite your child to express the plan with words, gestures, facial expressions, or a drawing.
- Returning after an interruption asks your child to remember what was finished and what still needs to happen - skills related to #C-Mem and #ATL-CSR.



Change a Rule and Rebuild

Once your child returns to the build, add one new challenge, such as a sign restricting where an animal may go. If the original design no longer works, invite your child to test another route or arrangement.

Observations

- Recalls several details needed to build the village
- Changes the route to the bear's house after seeing the "No Lions" sign

Tips

- When your child is stuck, offer a clue rather than the answer so they can continue testing ideas.
- If an idea cannot be tested yet, avoid judging it as right or wrong. Ask what else could be tried.
- Use one open question: "If this does not work, what else could we try?"