

Lesson Plans for At the Seashore

Play Fun Games. **Have More Fun - Day 2**

Fun Games (30 minutes, divided, whole group and independent play)

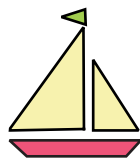
1. Bend and Stretch.

Recite with actions:

She sells seashells at the seashore
(Bend at waist, side to side, reaching down to
outside of ankles.)
How many seashells does she sell?
(Large arm circles, to front then back.)
One to Ten or more!
(Splay fingers, do basketball jump shot.)
Count: 1, 2, 3, 4, 5, 6, 7, and 8...
(Hop, Kicks, or Jumping Jacks.)

Recite with actions:

Terrence McDiddler,
(Jumping Jacks.)
The three stringed fiddler,
(Play the violin motion.)
Can charm, if you please,
(Toe Touches.)
The fish from the seas.
(Swimming motions with arms.)
How many fish?
(Seesaw arms.)
1,2,3,4,5,6,7 and 8...
(Hops, jumps or run in place.)
As many as you wish!
(Seesaw arms.)



2. Play: Crab, Crab, Lobster.

Children sit in a circle to play this adaptation of Duck, Duck, Goose. One child is chosen to be IT.

IT walks around the outside of the circle touching each friend on the head while saying: *Crab, Crab*, then *Lobster* and touches a friend.

This child then chases IT around the circle back to the original place. If the LOBSTER gets there first, the child who was IT must sit in the center of the circle. The second child is now IT.

A fun variation: Have children do the CRAB WALK around the circle. From seated position on the floor, place hands palms down at shoulders, soles of feet flat on the floor, lift bottom off ground and scuttle sideways like a crab.

3. Play Shoe Sort.

Sit in a large circle. Say: *We're at the beach, let's take off our shoes*. Children all take off their shoes and toss them into the middle. Mix the shoes up a bit. Say: *Wiggle your toes in the sand. How does it feel?* Then, call two names, children race to the center, find their own shoes and race back to their own place to put the shoes on. Continue until all have found their shoes. Variation: Have children find a matched set that is not their own and then try to match shoes to the owner.

3. Independent Play.

Following the games, excuse children to usual active play in the yard or play area.