

# STORY BOX AND SOUNDS

Storytelling, problem-solving,  
rhythm, phonological awareness

## 1. STORY BOX

Choose a storybook and then fill a box with items inspired by your chosen story. For example, if you are telling the story of Little Red Riding Hood, you might choose items like something fluffy to represent the wolf, a red piece of fabric to represent the cape, a muffin to represent the contents of Red's basket, etc. Try to include items that engage all the senses, particularly touch, sound and smell. When telling the story, use the box to create sound effects (e.g. by knocking on it)

By doing this you make the story tactile and concrete which fully engages your child in the experience.

Once you have told the story once, invite your child to use the props to retell the story.

**Extension:** You can play with sequence and pattern by experimenting with the story and changing the ending once you've told it in full once.

### Wooden spoons and puppets

If you have spare wooden spoons, these can be decorated to make excellent puppets that tell the story.

## 2. DRUMMING

Set up a variety of items such as boxes and a colander. Using wooden or plastic spoons, invite your child to drum out the syllables of their name. They can also drum the syllables of other words.

**Extension:** Compare the different sounds that are made when drumming on and using different materials.

**Extension:** Play a variety of songs – some with fast beats and others with slow beats. Invite your child to dance to the music, bang on their 'drums' or even waving pieces of fabric around while they dance.



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