



Pattern Games

Explore patterns throughout the day. Model, make, or point out a pattern. Ask children to imitate or build on it (e.g., ask, “What comes next?”).

Start with just an ABAB pattern (e.g., clap-stomp, clap-stomp) and build on for challenge. Try ABBABB (e.g., clap-wave-wave, clap-wave-wave).

For example:

- ◆ **Movements:** Patterns of clapping, stomping, nodding, waving, high-low, etc.
- ◆ **Food:** Line up in a pattern (e.g., cracker-cheese, cracker-cheese) or eat bites in a pattern (e.g., carrots, then take a sip of water, carrots, water)
- ◆ **Materials:** Car-dinosaur
- ◆ **Clothes:** Shorts-pants

More Support: Draw attention to the patterns around children and the routines they are involved in. Repeat the patterns sung to the tune of familiar songs (e.g., Blanket-doll-blanket-doll sung to the tune of *Twinkle Twinkle Little Star*)