

Early turn-taking activities:

Putting pieces in a simple puzzle
 Putting pieces on a potato head
 Putting pieces in an interactive book
 Stacking blocks to build a tower
 Pulling items out of a bag and sorting them (e.g. colored blocks)

Early play imitation actions:

Putting piece in a puzzle/potato head/book
 Car down a ramp
 Animal/people actions
 Sand/water table actions

Board Games:

Connect Four
 Candyland
 Trouble
 Bingo
 Guess Where
 Sorry!
 Guess Who
 Zingo

Active Games:

Red Light. Green Light
 Mother May I?
 Duck, Duck, Goose
 Jump the River
 Follow the Leader
 Hide and Seek (with buddies)
 Catch (call out a person's name before throwing)
 Take turns shooting baskets
 Take turns kicking a ball into a goal
 Bouncing/rolling/throwing a ball
 Beanbag toss
 Races
 Simon Says (imitation games)

GAMES TO PLAY!

Cooperative Activities:

Making and sharing a snack
 Making a craft
 Coloring a picture
 Building a block tower

Games for which you can develop cards:

Charades (verbs)
 Pictionary (sample drawings)
 Hangman (suggested words)

Early turn-taking games:

Pirate Pop-up
 Fishing games
 Lucky Ducks
 Mr. Mouth
 Don't Break the Ice
 Don't Spill the Beans
 Don't Wake Daddy
 Silly Faces Game
 Hi Ho Cherry-Oh
 Barnyard Bingo

Card Games:

Uno
 Go Fish!
 War
 Old Maid
 Memory

Pretend Play schemes:

Baby and doctor kit
 Little People school/house/airport/bus
 Pretend cooking
 School
 Store (grocery, shoe, etc.)
 Fireman, policeman, builder

Reciprocal Games:

What's in the Bag? (describe an object by color, function, category or use)
 I Spy
 I'm Thinking of Something That is... (describe function, category or use)