

Early Years Inclusion Team



Bubbles

Bubbles are an engaging way to teach young children about cause and effect. You know what happens when you dip the wand and blow, but children will find it magical. Encourage children to chase and pop the bubbles or try blowing them themselves. Experiment with wands of different sizes and shapes, or wave your arms around to form bubbles instead of blowing. Watch the bubbles float in the wind, settle on the grass or pop when they hit a tree. Say things like, "Wow! How did that one pop?" or "When the wind blows, the bubbles get pushed in that direction!"



Blocks

While it might seem like children are practicing destruction when they send block towers crashing to the ground, they are actually learning about cause and effect. Encourage children to build the tallest, widest, shortest or narrowest tower they can. Instead of intervening, allow children to experience what happens when the tower gets too tall and starts to wobble. Let the children find out what happens when they roll a ball into the base of the tower or send a tractor rolling into its side.



Outdoor Play

Get outside with young children to experience cause and effect first-hand. Bring children to the park or outside area to climb, slide, balance and swing. Physical activities can teach young children concepts like a big push makes the swing go higher or a steep slide is faster than a gradual slide. Teeter-totters teach children that their weight pushes them down while the weight of another child pops them up. Play on a balance beam to teach that balancing requires careful foot placement and concentration -- or that without, you'll fall off.



Early Years Inclusion Team

Rolling, Pushing and Pulling

Teach cause and effect by playing on the floor with young children. Roll a ball back and forth to show that the harder you push, the faster the ball will go.

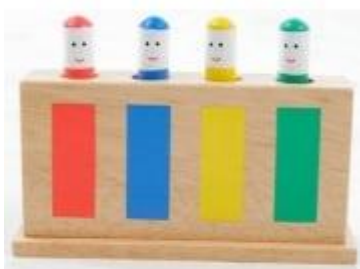


Make a ramp for toy cars and trucks to teach children that the slope of the ramp makes the car go fast or slow. Pull toys teach children that the toy will follow behind them. Set up a simple obstacle course with pillows, baskets or stuffed animals for children to push, pull or



ride through. Obstacles teach children that they need to slow down to go around an object or that when they run into a toy it will fall over.

Examples of some cause and effect toys:



Early Years Inclusion Team

