**Feed a Caterpillar**

Une image contenant dessin

Description générée automatiquement 10 min Une image contenant dessin, table

Description générée automatiquement 1 participant

Une image contenant bleu, table, assis, plastique

Description générée automatiquement Une image contenant bleu, très coloré, table, assis

Description générée automatiquement

**Let’s play**

1. Pick a caterpillar brick from the bowl.
2. Feed the caterpillar by attaching another brick from the bowl, to make it grow!
3. Keep the caterpillar growing by adding more bricks.

**How to prepare**

* 10 random bricks
* 1 bowl

Place the 10 bricks in the bowl.

**Facilitation tips**

* Demonstrate the connection of 2 bricks: the studs of one brick have to fit into the hollow part of another brick.
* Take 2 bricks, align them with fingers of both hands, fit them together, press.
* Provide an example of a caterpillar, if necessary.
* Allow the child to feel your fingers while you are building a caterpillar.
* Ask the child “How long do you think your caterpillar can be?”.

**Possible variations**

* Change the number of bricks.
* Peer play: taking turns, each child adds a brick to the caterpillar; each child makes their own animal.
* Together, they start making funny animals!

**Children will develop these holistic skills**

* COGNITIVE:
  + Recognize and use the notions of alignment, right angle, equality of lengths, middle, symmetry
  + Recognize spatial relationships: on, off, up, down, above, below, top, bottom, in front …
* PHYSICAL:
  + Develop motor skills and build body language: adapt motor skills to various situations, acquire specific techniques to improve efficiency
  + Develop bilateral hand use

**Did you know**

* This activity helps to develop self-regulation: learning how to evaluate and use necessary force to squeeze bricks together while keeping flexibility to align them.
* Learning through play happens when the activity is experienced as joyful, helps children find meaning in what they are doing or learning, involves active, engaged, minds-on thinking, as well as iterative thinking (experimentation, hypothesis testing, etc.), and social interaction.