

Gross Motor Games

Milk Bottle Games

Collect gallon milk bottles (at least one for each child). Decorate the sides of the milk bottle with pictures (objects and actions) from the story. This would be a good time to cut up an extra book for pictures. Use velcro to attach the pictures so that the bottles can be used for other themes. Line up the milk bottles at one end of the room so that pictures are visible. Children line up side by side opposite (but not too close to) bottles, take turns, listen and do as their name is called.

1 - Go get . . . Put your bottle in front of you, in back, next to, walk around

2 - Go kick . . .

3 - Go get . . . toss in . . . (big box)

4 - Go get . . . toss over . . .

5 - Two steps or more . . . Get the ____ and the ____.

Other ideas:

-Use the bottles to sequence parts of the story. What did Peter do first, then, then, last. ("First he woke up - Run and kick waking up")

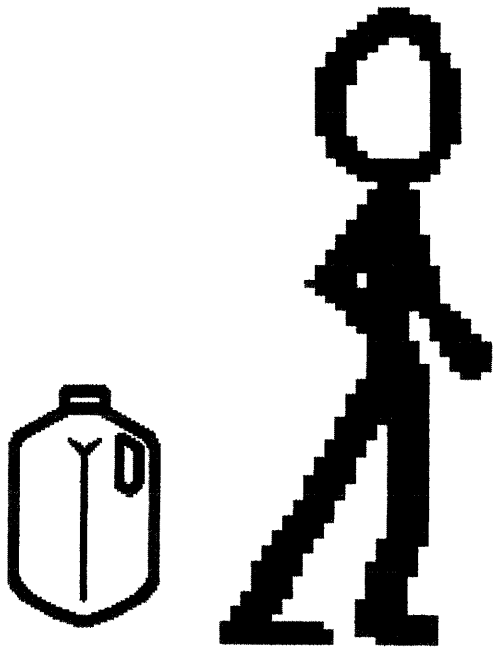
-After playing with the bottles for a while. Have children hide their eyes. Take one away and ask "What's missing?"

-After children become familiar with the game, let them give directions to other children.

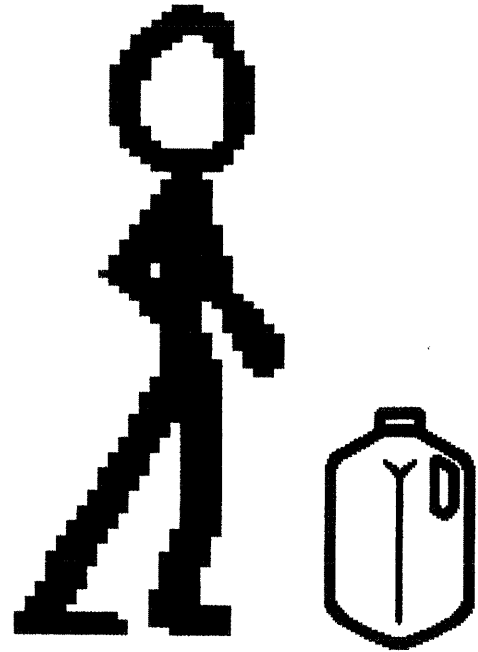
-Set bottles in different places around the room. Children can find them, identify pictures and line them up.

Children may need visual prompts to help them remember their directions. Color, cut, mount and laminate picture prompts. See sample page.

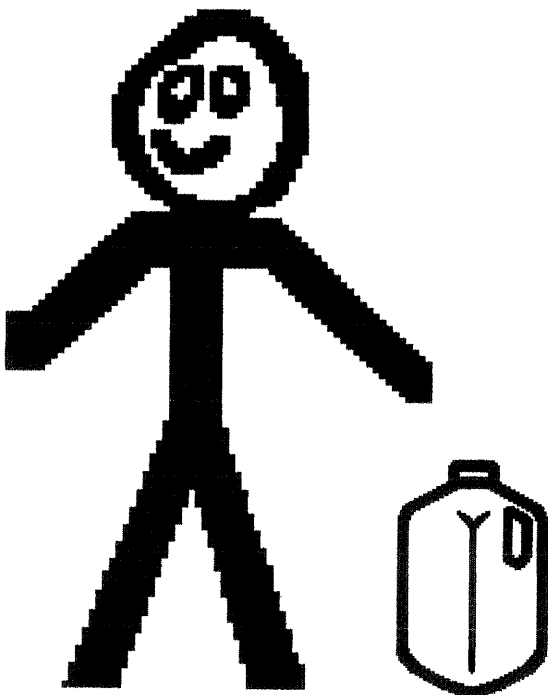
in back



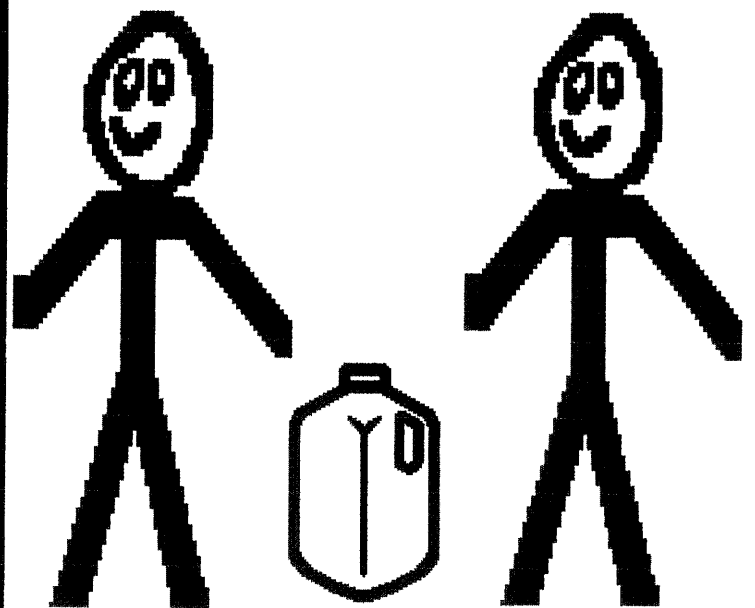
in front



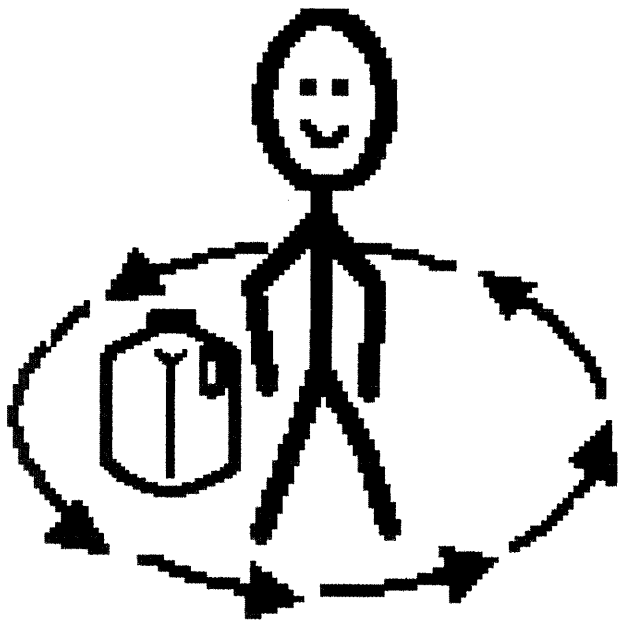
beside



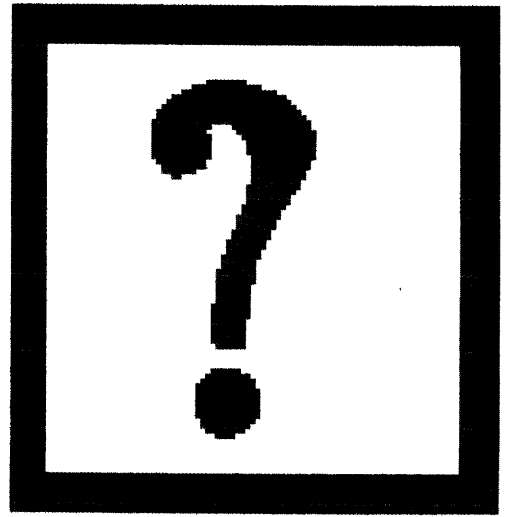
between



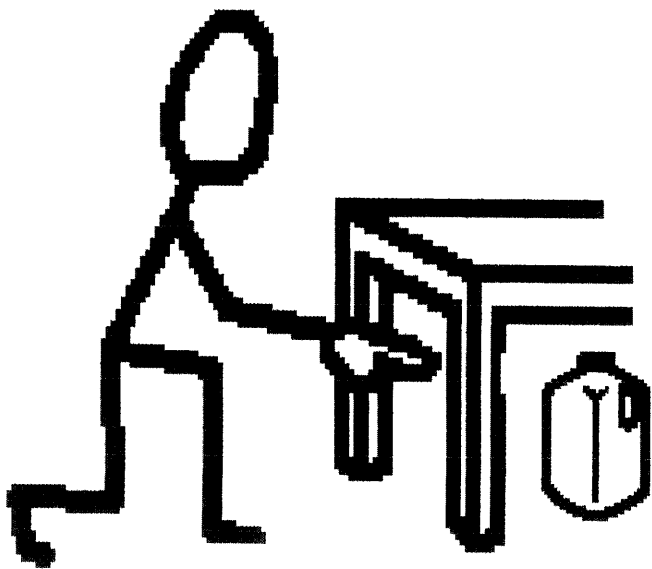
walk around



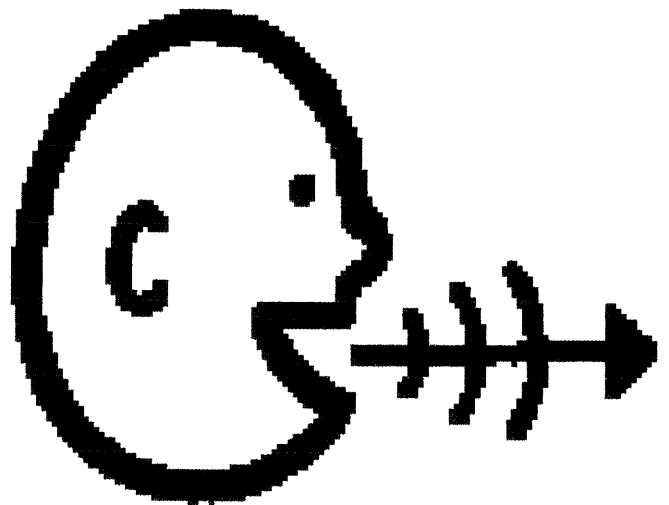
what's missing



find



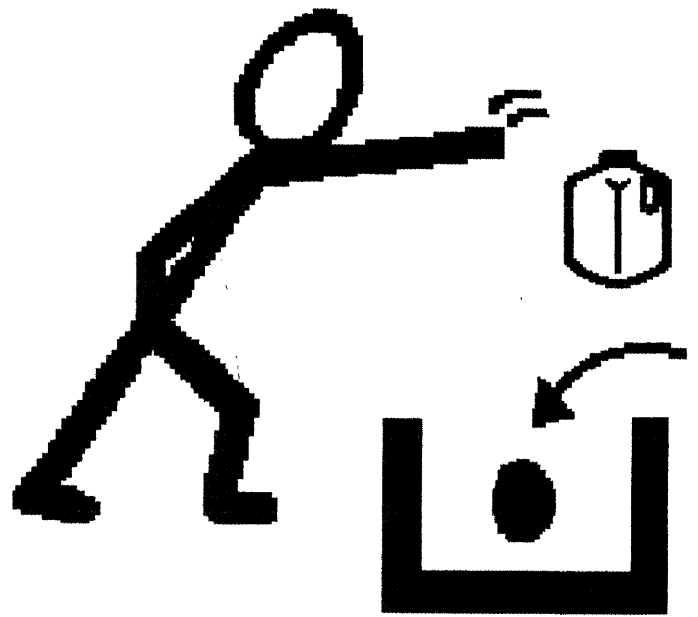
tell me



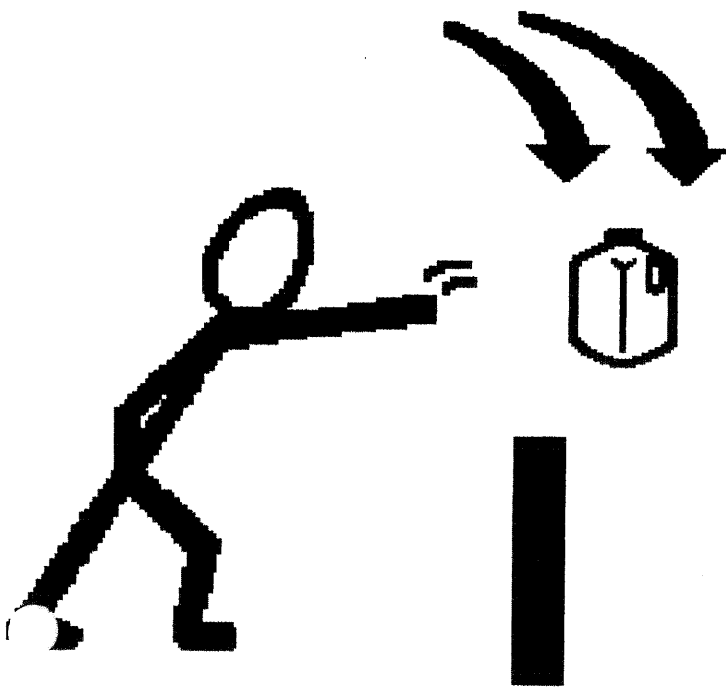
get



toss in



toss over



kick

