**Lesson 13 (Midaaswi shaa nswi): “Stop and Go” & “I Spy”**



**Lesson Objective:**

The child can identify and describe objects found in the home using their language skills and is able to identify shapes and numbers.

**Medicine Wheel Wisdom:**

The medicine wheel represents the four aspects of a person’s mental, physical, emotional, and spiritual self. When we play with our children, they are developing early learning skills and they can be supported in all four of these aspects.

Use the checklist below to help introduce the lesson to the family. These items are actions that we hope to support in our work with the family.

**Family Outcomes (PICCOLO):**

* Talks to the child about characteristics of different objects they identify
* Engages with the child as they talk and make sounds
* Prompts the child the give more information and to use their words
* Identifies opportunities for learning in the home

**Child Behavior Outcomes (LOLLIPOP):**

* Is able to identify small words, letters and numbers
* Is able to identify shapes and symbols
* Can identify their own name

**Home Visitor Lesson Overview:**

**Materials Needed**

* Red and Green Crayons and Paper (Stop and Go Game)

**Lesson:**

1. Today’s activity is to allow the child to identify letters, numbers, and/or symbols they are familiar with.
2. Ask the child to choose which game they would like to play first (“Stop and Go” or “I Spy”)
3. Game Instructions:
* **“Stop and Go”:**
	+ - Draw and color on one piece of paper a red circle and on another piece of paper a green circle (you can have the child help according to their ability to hold a crayon, draw a circle and/or color in an object).
		- Explain that the red circle represents **STOP** and the green circle represents **GO**.
		- Identify an action or activity for which the child can stop and go (jumping, coloring, singing, talking, etc.)
		- Have the child engage in the identified action or activity while the home visitor holds up the STOP (red circle) or GO (green circle)

* + **“I Spy”:**
* Focus this game on symbols, letters, and numbers that the child can identify that are located within the home.
	+ The home visitor will need to briefly assess what symbols, letters, or numbers the child is ready to identify.
* The home visitor will “spy” a letter, number, or symbol and ask the child to identify it.
1. Transition the caregiver to lead the activity with their child, while the home visitor provides guidance, encouragement, and acknowledgement of a job well done.

 **Lesson Wrap-Up:**

* Leave Red and Green Crayons
* Explain Lesson 13 Activity