

Overview

In this activity, children identify similarities between different houses and then use them to create their own house.

Concepts:



Patterns

Age group: 5 – 7

Duration: 15 – 45 minutes

Materials you will need:



Printable house patterns worksheet:

(A download is provided)

What will your child/children learn?

Patterns – By spotting patterns we can make predictions, create rules and solve other problems.

The behaviours **creating**, **persevering**, **collaborating** and **tinkering** (changing things to see what happens), are approaches to learning that are encouraged throughout our home activities.

Getting started

- 1) Explain to your child/children that they are looking for patterns – things that are the same or similar in groups of objects.
- 2) Explain: A pattern is a sequence of things that are arranged following a rule – if we can predict what comes next, it is a pattern.

You could look around the house for something with a pattern, perhaps a cushion or wallpaper to help bring patterns to life.

Their turn

- 1)** Ask your child/children to draw a house (do not give them too much help; it is what they think a house should look like).
- 2)** Discuss the different features of a house (e.g. windows, doors, rooftop and chimneys).
- 3)** Ask: Do these different features of house have to be made of the same materials? You could discuss the difference between a thatched roof and a slate roof or a cob wall and a brick wall.
- 4)** Share the House Patterns Worksheet showing images of different houses. Show how to complete the first example by working along each row, looking at the image of the house and circling the features that are included in each house.

More ideas

- Look out of your window, or go for a walk and ask your child/children to draw a house that they can see outside.
- Circle the features that can be found on that house.
- Depending on the needs of your child/children, you could start by doing a simple sorting activity with toy animals or shapes.
- You could adapt the topic, e.g. use toy cars, dolls or toy animals.
- If visually impaired, your child could feel the objects at the start to identify similarities verbally.
- Create your own 3D house using small building bricks, modelling clay or even gingerbread.
- Draw a house using a computer program such as Paint, Word or Scratch.