

Discovery Doors – EY05098

The included images are aimed at being stimuli for conversations. Use them to springboard you into discussions about the subjects. There are lots of suggestions as to what could be incorporated. You could adapt it to various themes and individual interests.

The doors are great for developing fine motor skills but there is so much more to this lovely resource. The doors can open up to a variety of scenes. Here are a few suggestions:

- Make a range of cards and insert them behind the doors to cater for a variety of interests and learning areas.
- Place different animals. Put them in themes e.g. farm, pets, jungle etc.
- Place animals and their young. The children can then locate which animals goes with which.
- Make matching pictures e.g shapes, colours, objects, letters, numbers etc.
- Put in big and little versions of objects e.g a house, a dog etc. You may wish to place objects in order of size e.g tiny to huge.
- Place numeral, words and the amounts in the doors. They could be ordered or mixed up. (Ensure you have amounts to touch count.) You could make the images from textured materials.
- Leave some numbers out of the number line. The children can then predict what is missing as well as describing what it looks like.
- Place letters – perhaps the letters in their name.
- For older children the alphabet could be broken up and placed in the doors e.g abcd--
- Patterns. These are great for memory games.
- Make collections on themes e.g. vehicles, houses, toys, fruit, vegetables. These can be identified and described.
- Cater for individual interests. A good starting point for a conversation may be something that really captures the individual's interest e.g. tractors, dinosaurs, princesses, pirates etc
- Place photographs or images of different people.
- Place a variety of expressions happy, sad, surprised etc.
- The children may want to design their own images for the door.



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Fairytale themes or other characters from stories e.g. the Three Bears, Snow White etc. You will be

- able to ask questions about the story and what role these characters play.
- Familiar objects e.g things they relate to.
- Try images of telephones, a chimney, a spoon etc. Enquire what they are used for and where to find them.
- Use the images as a start to a treasure hunt. Find the image and then try to find the actual example.
- Place the ingredients for a recipe and the final image could be of the completed item.
- Use the doors to show a sequence of events.
- Ask parents to send in favourite images e.g. a toy, a blanket etc. in order to provide familiar images.
- Place different food options. There could be lots of various foods from around the world.
- Clothing. Identify and locate a hat, scarf, a tee-shirt etc.
- Place images of different people who work in the setting.
- Use black and white images for very young children e.g bold patterns.
- Place nursery rhyme/songs characters (as a stimuli for saying the rhyme/songs).
- Place different locations e.g. in a house, by the sea, in a farm, in a rainforest etc.
- Place images of their favourite toys.
- Place photographs of mum, dad, the practitioners etc.
- Have a minibeast hunt. Can you find the butterfly?
- Play matching textures. Have fabrics that can be touched. Fabrics such as pretend fur, tiger print etc. can be used, perhaps matching to an image of the animal itself.

Older children may like to use the doors to go on an aroma hunt. Have pieces of fabric with different

- perfumes e.g. garlic, roses etc.
- Show children's own artwork or mark making.



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