

## **Discovery Wooden Scales**

## Product Code: EY10621

These Discovery Wooden Scales are a lovely addition to your setting. Children will not only love exploring cause and effect but can learn mathematical concepts, extend their mathematical literacy and relate objects from their own experiences. These are play scales and are for balancing and making discoveries. They are not mathematically accurate.

- The scales can be placed onto a table with some loose parts. Encourage children to explore the different types of items and begin looking at weights. Use language to engage the children's curiosity; I wonder what would happen if you put three stones on. How could we make them stay the same?
- You can encourage mathematical literacy and enrich language by using phrases to describe like the stone is hefty/heavy/massive. Using a variety of describing words increases children's vocabulary.
- Children may love having these in their home corner. Imagine them using their past experiences to further their understanding. They may pretend that they are baking a birthday cake for their 'baby'. The scales are a tool that can encourage imaginative children to further their understanding. They may initiate play with others and develop their social skills.
- Imagine a pretend baking activity with the scales. Set out the table with lots of different bowls, spoons, mixers, whisks, aprons etc. for children to explore and discover whilst using the scales in a realistic way. They will be developing their fine and gross motor skills by using different tools. When children use these scales in a realistic way they may bring in their past experiences, this encourages children to talk in sequence as they will be thinking about what ingredients go in and the method of baking.
- Use the scales as a potion centre. You could 'weigh' your ingredients.
- Place the scales in the grocer's shop.
- Place them in a maths provocation. Put them amongst lots of counters, objects, materials, utensil containers etc. for the children to experiment and explore with.