

Thinkin' Things Collection 1

Introduction

Thinkin' Things Collection 1 is a wonderful software experience for young children. It allows them to practice thinking skills in a nonthreatening environment. Children's creativity is enhanced as they interact with Oranga Banga, Toony Loon, and the Fripples.

Materials

- Computer
- *Thinkin' Things Collection 1*
- Books that reinforce compare and contrast abilities, improve visual and auditory memory, strengthen creativity, strengthen ability to conceptualize and evaluate, and complete visual analogies for display in the reading center

Introductory Activity

- Prepare balloons and gather balls, large sponges, and other soft geometric-shaped objects. Take children to the gym to toss the different objects back and forth. Play synthesized music as children play with the objects. Experiment with bouncing the objects off of a wall, ceiling, or floor.
- Gather an assortment of musical instruments. Play a series of instruments and ask the children to repeat the tune. Start with using only one or two instruments. As the children are successful, add more instruments in the series of sounds. Ask a child to play a tune for the other children to follow. Give each child a chance to repeat sound series and to play a tune for the others.

Computer Activity

- Provide children with the opportunity to view and interact with *Thinkin' Things Collection 1* software during free time. Children may interact with the software individually or in small groups. The computer may also be a choice for the children during other parts of the day like small group time.
- Question the children about their interaction with the software by asking open-ended questions and giving children time to reply.

Extended Activity

- Construct a Fripplie shop using a large cardboard refrigerator box. Cut a doorway and window. Make shelves for the Fripples. Attach switches to the front of the cardboard and run wires to the back. Attach the switches to a battery interrupter and cassette player. Tape descriptions of the various Fripples the children created onto the shop shelves. Gather props such as a telephone, cash register, and Fripplie Shop sign to add to the store. Make and decorate Fripples using lunch bags stuffed with newspaper. Store Fripples in a basket or box. Gather a small group of children in front of the shop. Read the sign and ask children what they think would be for sale in a Fripplie Shop. Introduce the basket of fripples. Ask children to describe their Fripples; follow up on each child's comments to determine the attribute for the others to look for in

the Fripple. Ask each child to put his or her Fripple on a shop shelf. Ask if anyone else has a Fripple with that same attribute and then place it on the shelf next to the other Fripple. Repeat for each child.

- Make a flannel board with felt pieces of the feathered friends. Provide additional felt pieces: shoes, clothes, scarves, socks, and hats. Create background pieces like the hat making machine and/or the GO button. Children can manipulate the pieces and create their own feathered friends. They can also act out their own stories.
- Use *HyperStudio* software to create moving pictures. Children can draw pictures in *HyperStudio* using several tools for drawing. After the children have drawn individual pictures or made a group drawing, animate objects in the picture with the path animation feature. The object will then “fly” across the screen with the click of a button.

Summary

Children obtain skills in sorting and matching. When interacting with *Thinkin' Things Collection 1* they look closer at Fripplles to find the similarities and differences among them. Children can explore musical talents and memory with the Oranga Banga band. Children of all ages have a great time playing with the program since it offers so many opportunities for creative thinking and expression.

Thinkin' Things Collection 1

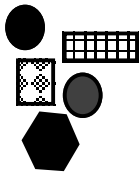
CURRICULUM INTEGRATION IDEAS

Art



- Create Fripples from a variety of materials such as paper sacks, paper or tissue for stuffing, paint, cotton balls, yarn, glue, and other similar items. Decorate them with collage materials of various textures and patterns.
- Use shape sponges in neon-colored paint to make pictures on black construction paper.

Blocks/Manipulatives



- Use colored shape blocks.
- Utilize puzzles made from the software program.
- Provide Flexi Blocks.
- Use lacing blocks with a variety of shapes.

Construction



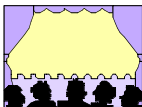
- Make musical instruments from a variety of materials.
- Create shape collages.
- Construct Fripple houses from shoeboxes.
- Make geometric-shaped beads from clay. When dry, color and string them for necklaces.

Cooking/Snacks

- Bake sugar cookies in irregular shapes and decorate them with icings, sprinkles, twisters, M&Ms, and candy corn to look like Fripples.
- Make trail mix with different-shaped items such as Cheerios, Fruit Loops, Chex, Frosted Shredded Wheat, dried fruit pieces cut into triangles, M&Ms, and mini-crackers.
- Spread banana slices with peanut butter and dip them into granola cereal.



Dramatic Play



- Place the Fripple Shop constructed earlier into the dramatic play area so children can play Fripple Shop using their own Fripples. Provide props such as a telephone, cash register, play money, old/broken fax machine, order forms, shopping bags, dress-up clothes, wigs, hats, and sunglasses. Make a sign, "Fripples to Go" and attach it to a wagon or shopping cart.
- Add props for a "Feathered Friends" activity. Gather sets of hats, shoes, shirts, pants, boas, feathered items, and socks. Children can then dress up and have their friends dress the same. You might provide a screen for children to dress behind and a big sign that says "GO." Also, a full-length mirror would be great so children can compare their outfits and find differences.

Group/Individual Story Experiences



- Write stories about the Fripples created in the art center and make them into a book complete with illustrations.
- Make Fripplle puppets and write a puppet show.



Music and Movement



- Sing “This Old Fripplle” to the tune of “This Old Man.”

This Old Fripplle, it has spots.

It wears its hair tied up in knots.

With a great big jump, it hops down to the floor,

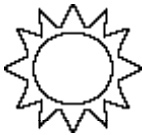
And rolls itself right out the door.

(Expressive Arts, Center for Best Practices in Early Childhood Education)

Let children create their own versions. Add hand and body motions so the children can “really get into” the song.

- Place a variety of instruments in the music center for children to create their own band.
- Provide xylophones for making sounds.
- Experiment with the different sounds made by playing rubber bands, wooden logs, and glass jars.

Outdoor Play/Motor



- Provide an assortment of balls (e.g., different sizes and colors).
- Play with Superballs and watch them bounce.
- Provide a variety of hopping toys such as a pogo stick, moon shoes, hoppity hop, and a mini-trampoline.

Science/Math

- Experiment with objects to see if they bounce. Graph how high objects bounce.
- Make pattern necklaces using colored macaroni.
- Sort shape blocks by color, size, and shape.
- Use play money to purchase Fripples. Children can make price tags and count change.
- Classify Fripples by attributes (e.g., curly hair, color of eyes, and no ears).
- Make “Feathered Friends” cards with snapshots of the birds in pairs. Glue one of each image on cardstock and draw an outline for the matching bird. Cut out the other birds and laminate them. Children can match the “Feathered Friends.” A variation would be to make patterns on the cards and leave one bird off. Children can determine the missing bird.



Sensory



- Use a touch and feel box with different textures like smooth, rough, bumpy, straight, or curly.
- Listen to instruments and identify them.
- Fill the sensory table with dry pasta of different textures and colors.
- Provide dolls with different hair textures; let the children feel and describe them.

Literacy Links



- Make signs for the Fripple Shop, including “Fripples to Go.”
- Create cards listing attributes to look for in the Fripples.
- Make a chart of the “This Old Fripple” song and post it. Add new verses as the children create them.
- Name Fripples and label their Fripple home. Also, make up addresses for Fripple houses.
- Write orders for Fripples in the Fripple Shop.

Related Books, Poems & Stories



- *The Alphabet Symphony: An ABC Book* (B. McMillan)
- *Blue Sea* (R. Kalan)
- *Color Zoo* (L. Ehlert)
- *Doodle Flute* (D. Pinkwater)
- *Look! Look! Look!* (T. Hoban)
- *The Philharmonic Gets Dressed* (K. Kuskin)
- *Snake In, Snake Out* (L. Banchek)
- *What Is It?* (T. Hoban)
- *Zoom* (I. Banyai)

Related Software



- *EA*Kids Art Center*
- *HyperStudio*
- *JumpStart Toddlers*
- *Kid Pix Studio*
- *Millie’s Math House*
- *Thinkin’ Things Collection*

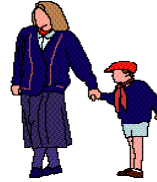
Extensions Beyond the Classroom

- Visit a toy store.
- Take a field trip to the high school's band class.



Family Connections

- Invite parents to share musical talents with the class.
- Invite children to share musical talents or interests.
- Bring items from home to be used as musical instruments such as oatmeal boxes, shoeboxes, rubber bands, sandpaper, and blocks of wood.



Attend a musical play or concert as a family. Note how the musicians play their instruments