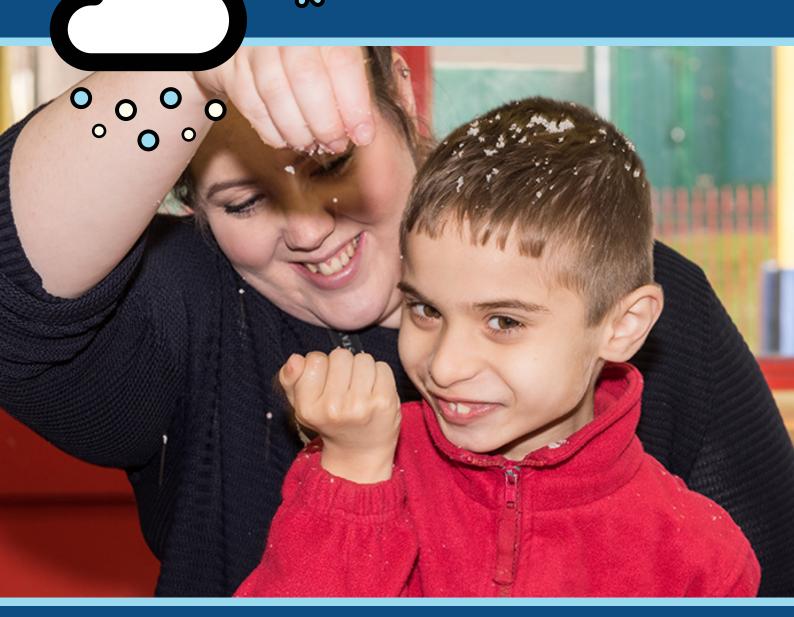


HelpKidzLeam

WINTER

Activity Pack





www.helpkidzlearn.com

Contents.

Page 3: Welcome.

Page 4: Games & Activities Themed Activities.

Page 5: Complex Flying Shapes – Winter Sky.

Page 7: Hidden Stars – Winter Night Sky.

Page 19: Foggy Drive.

Page 21: Slippery Ice - Winter Fun.

Page 28: Odd One Out Snow Sledding.

Page 32: Keeping Warm in the Winter.

Page 41: Create a Snow Family.

Page 58: Percy Penguin's Obstacle Course.

Page 68: Winter Colouring Fun.

Page 76: Games & Activities Free Trial.

Page 77: Inclusive Stories Themed Activities.

Page 78: Sheldon the Snail's Snowy Adventure.

Page 79: Melting Moments Biscuit Snowman Communication Board.

Page 84: Design Your Own Explorer.

Page 86: The Day I Met the Yeti Chooselt Maker Activities.

Page 87: Inclusive Stories Free Trial.

Page 88: Chooselt Maker Themed Activities.

Page 89: Let's Build a Snowman.

Page 89: What Happens in Winter?

Page 89: Winter Quiz.

Page 90: How to redeem activities.

Page 91: How to Download the Chooselt Maker iPad App.

Page 92: Chooselt Maker Free Trial.

Page 93: Readymades Themed Activities.

Page 94: Numeracy activities.

Page 95: Literacy activities.

Page 96: Science activities.

Page 97: Readymades Free Trial.

Page 98: Winter Fun Adventure Playlist.

Page 99: Share Your Creations.

Welcome to your Winter Pack!



Winter is a magical season full of sparkling lights, frosty colours, cosy clothes and exciting adventures. This pack has been created to help you bring that magic into your classroom or home, with a mix of sensory, interactive and hands-on activities for learners of all ages and abilities.

Inside, you'll find digital activities from HelpKidzLearn, creative printables and real-world sensory ideas. From building snow families, dressing for winter to decorating biscuit snowmen, each activity is designed to support engagement, communication and fun.

This pack brings together:

- **Games & Activities** interactive stories and games for cause and effect, sequencing and choice-making.
- **Chooselt Maker** activities that encourage choice-making, comprehension and learner voice.
- **Inclusive Stories** winter-themed adventures to spark imagination and communication.
- **Printables and crafts** ready-made resources to bring the stories and activities to life.

Use everything as a complete seasonal pack, or pick and choose the activities that suit your learners best. Either way, we hope it helps you celebrate winter in an engaging, accessible and enjoyable way.

So, wrap up warm, set the scene and let's explore the wonder of winter together.

Games & Activities



Winter Themed Activities

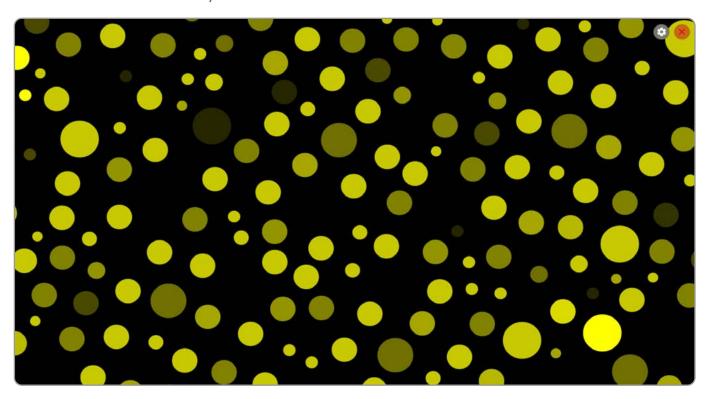
Games & Activities is full of interactive games that teach a progression of access skills. In this pack, we've chosen a selection of winter themed activities and paired each one with simple ideas you can use to extend the learning with sensory resources and printables.

www.helpkidzlearn.com/games

Complex Flying Shapes – Winter Sky.

Let's get started:

Start by opening <u>Complex Flying Shapes</u> in Games & Activities. Learners watch shapes of different sizes and speeds move across the screen, then use their chosen access method to interact with them. It works well 1:1 or with a small group as part of a winter-themed sensory session.



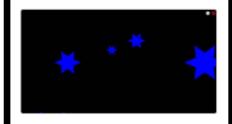
Learning objective: Cause and Effect.

Milestone: Press & Let Go - An event takes place for a set period following a learner's single activation of their access device.

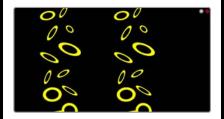
How to play:

Invite learners to watch the screen and wait for the shapes to appear, then press their switch, tap the screen or use eye gaze to interact. Give them plenty of time to explore – there is no right or wrong way to join in.

Make it sensory – turning shapes into winter weather:



Stars moving across the screen: pretend
they are shooting stars
in a cold, clear winter
sky. Use a switchadapted disco ball or
fairy lights to echo the
movement.



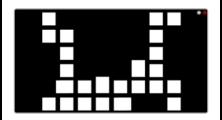
Circular shapes floating down: treat these as gently falling snow. Softly drop white tissue paper around learners or blow bubbles to mimic snowflakes melting as they pop.



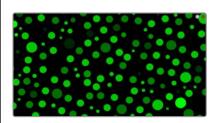
Shapes blowing in different directions: imagine a windy snowstorm. Use a switch-adapted fan to blow different sizes of tissue pieces.



Small circles: raindrops. Use a light mist or water spray so learners can feel the "rain" on their faces or hands.



Squares and rectangles forming: imagine ice forming. Offer cool gel pads or other cold textures for learners to explore.



Lots of twinkling circles: a sky full of twinkling stars. Add colourchanging mood lights or reflective materials.

Give plenty of time between each animation for learners to look, listen and explore the matching sensory items.

Extend the learning:

Add winter scents such as pine or peppermint to deepen the seasonal feel.

Finish with calm winter music while you gently gather the sensory items away. This helps signal the end of the session and provides a soothing, predictable ending.

Hidden Stars – Winter Night Sky.

Let's get started:

<u>Hidden Stars</u> is part of the Exploration section in Games & Activities. Learners can press or look anywhere on the screen to make colourful stars appear. It is great for encouraging interaction with the screen and building the idea that "when I do something, something happens".

This printable activity brings that idea off the screen, turning the room into a winter night sky full of hidden stars.



Learning objective: Cause and Effect.

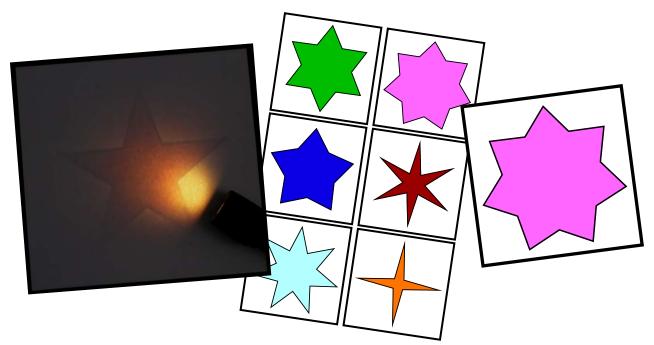
Milestone: Exploration - Events take place each time a learner activates and/or activates and moves their access device.

How to play:

- 1. Open Hidden Stars in Games & Activities and let learners explore making stars appear on screen.
- 2. Make your own hidden stars to find with a torch, just like stars in a dark winter sky.

You'll need:

- Star sheets boxes with coloured stars inside.
- Cover sheets boxes that are blank.



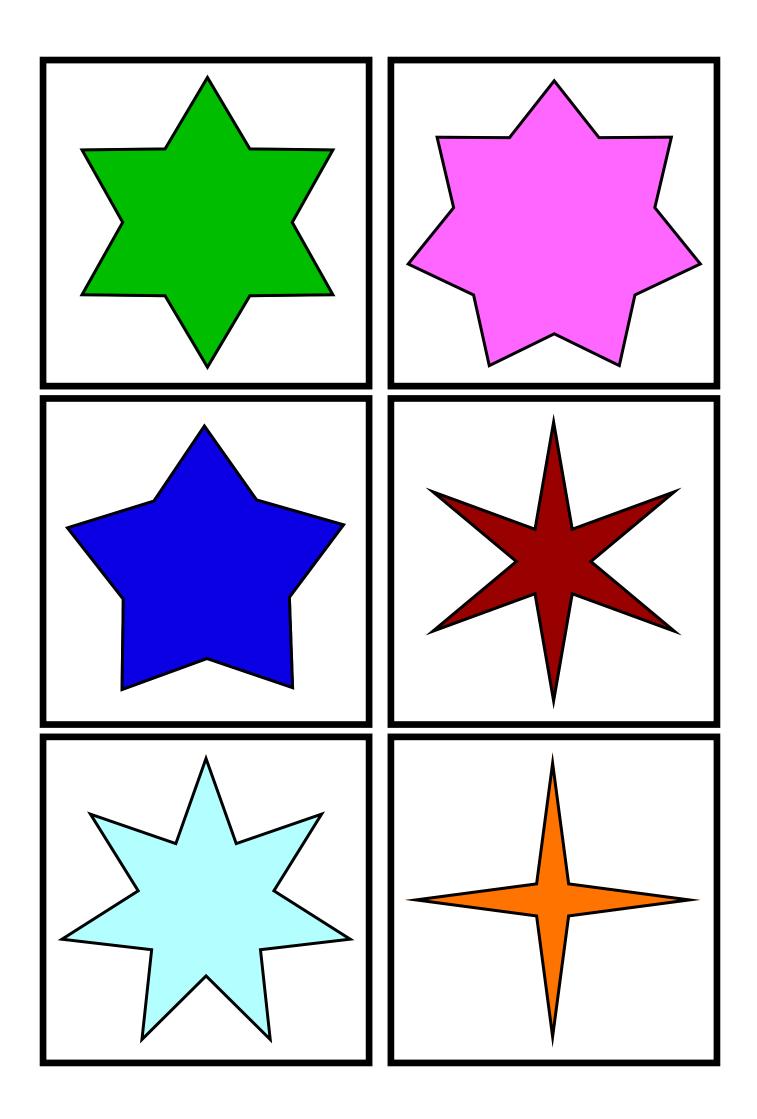
To assemble:

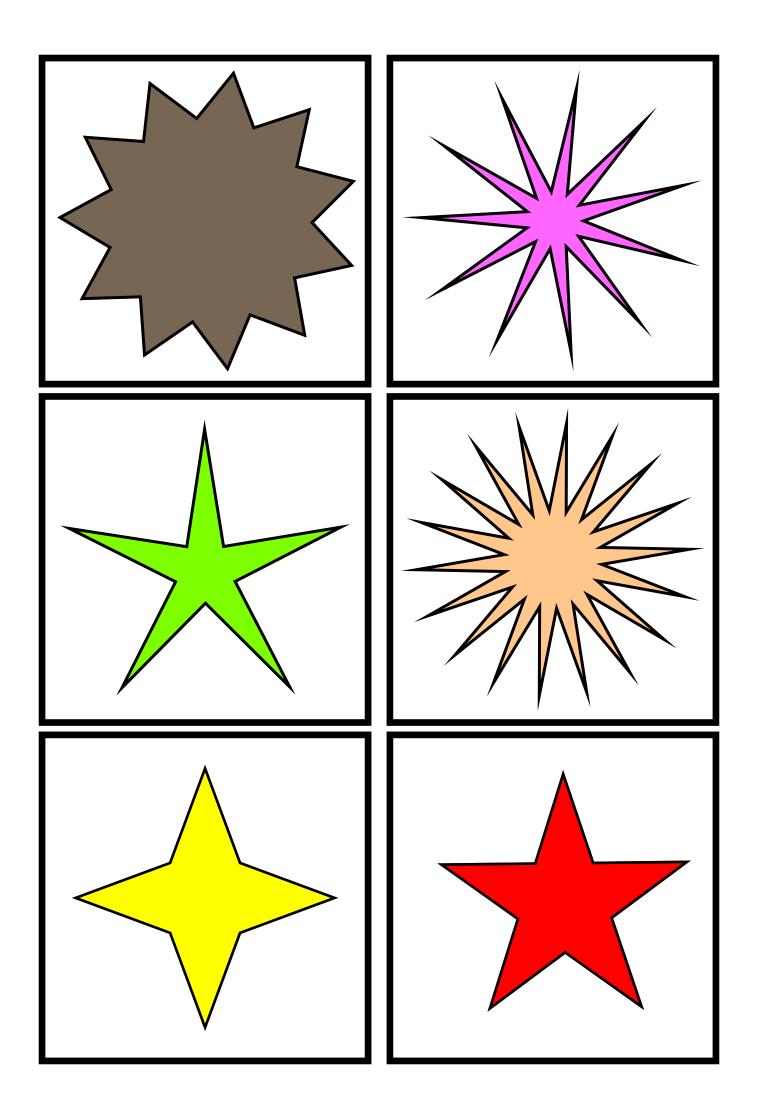
- 1. **Print** the star sheets and the matching blank cover sheets.
- 2. If possible, print the covers on slightly thinner paper so light shines through more easily.
- 3. **Cut** around each box so you have individual star cards and individual blank cards.
- 4. Match and stick.
- 5. Place a blank card directly on top of a **star card** so the boxes line up.
- 6. Glue along the top edge or around the edges so the star is completely hidden underneath.
- 7. You now have a "hidden star" card: plain on the front, star inside.

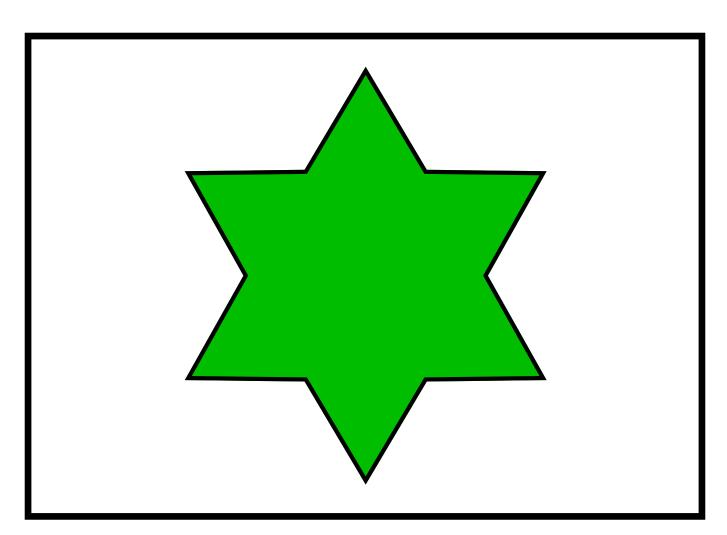
Reveal the stars:

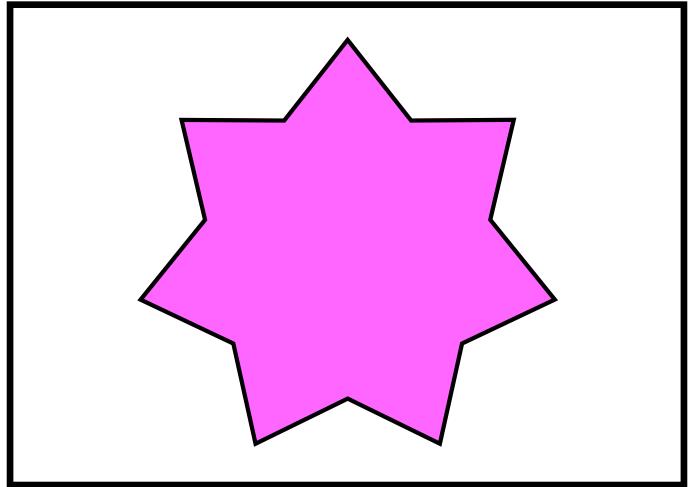
- 1. **Dim the lights** to create a "night-time" feel.
- 2. Give learners a **torch** (or use a light box).
- 3. Place one hidden star card in front of them.
- 4. Support the learner to shine the torch **behind** or **under** the card. As the light passes through, the hidden star appears.
- 5. Comment and model language such as "Look, a star!", "Blue star", "Big star", "Small star".

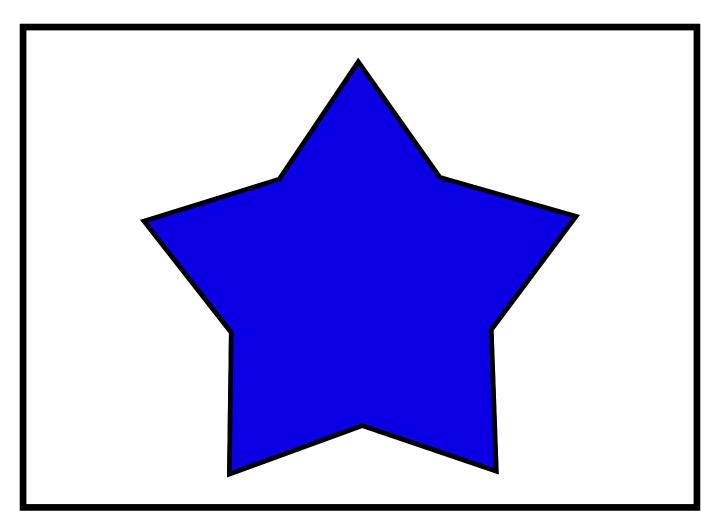
Repeat with different cards so learners can discover a variety of stars.

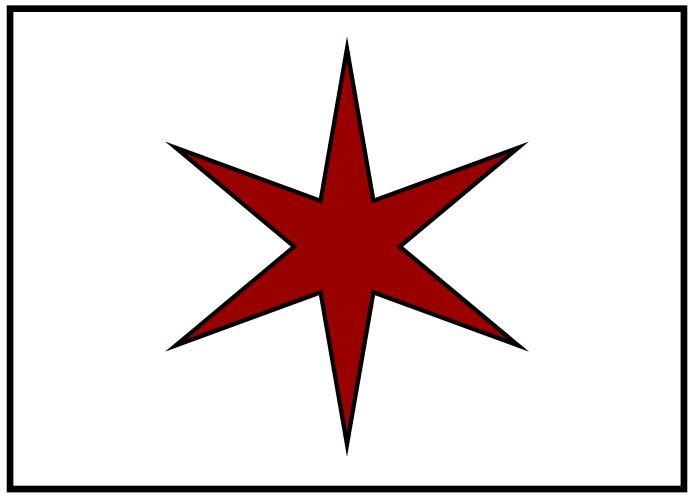


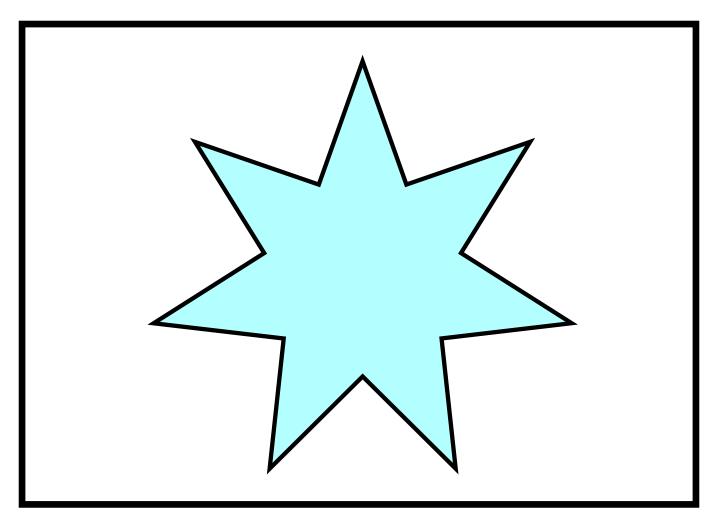


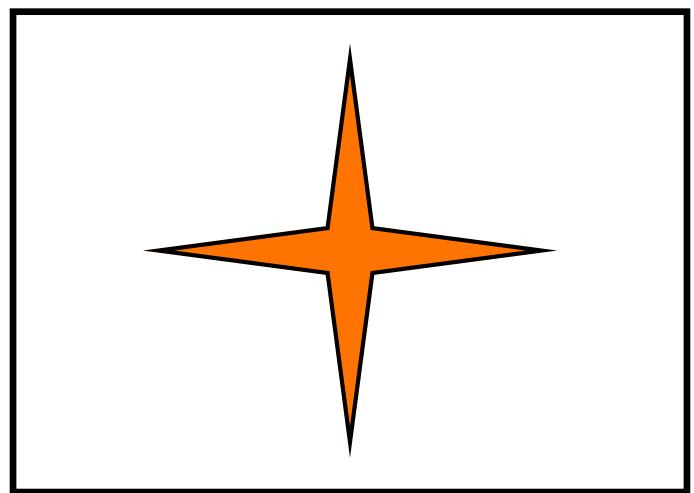


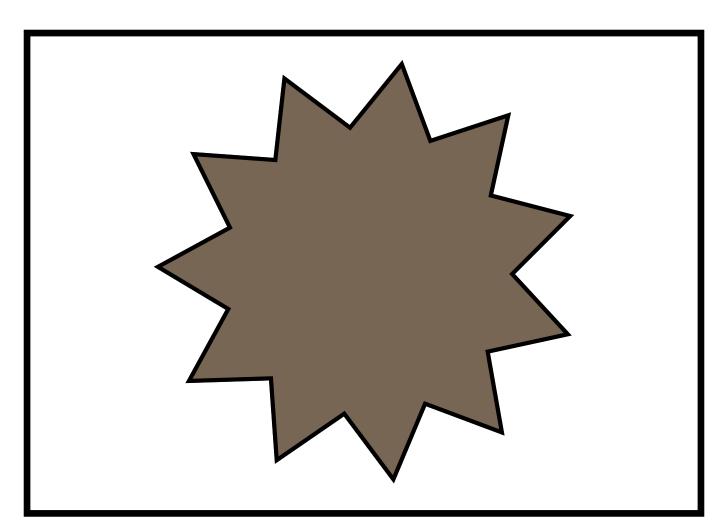


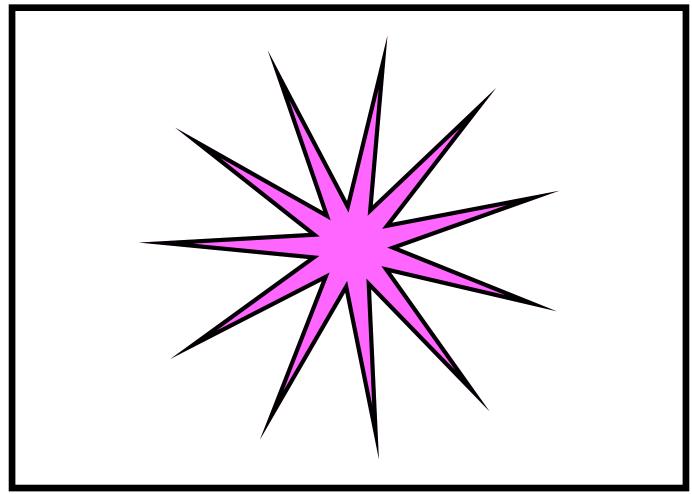


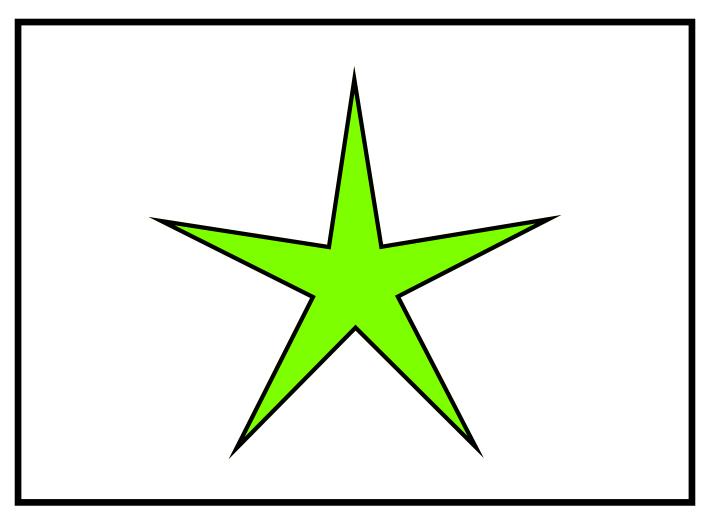


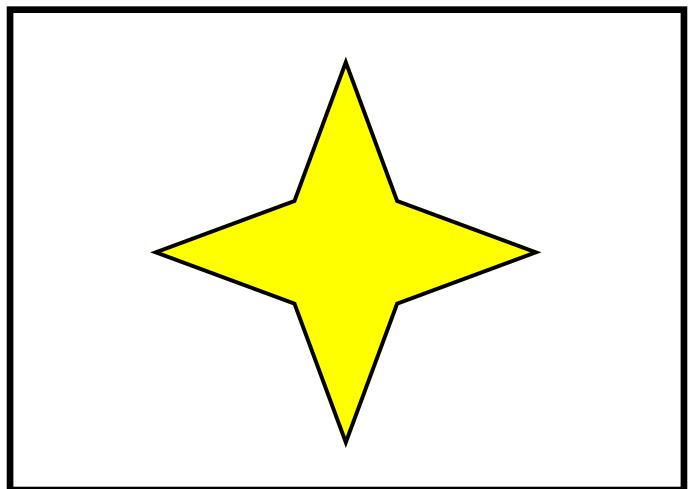


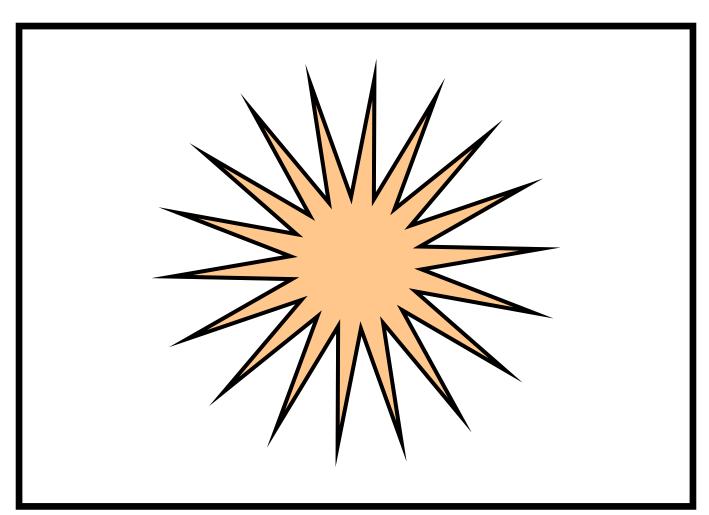


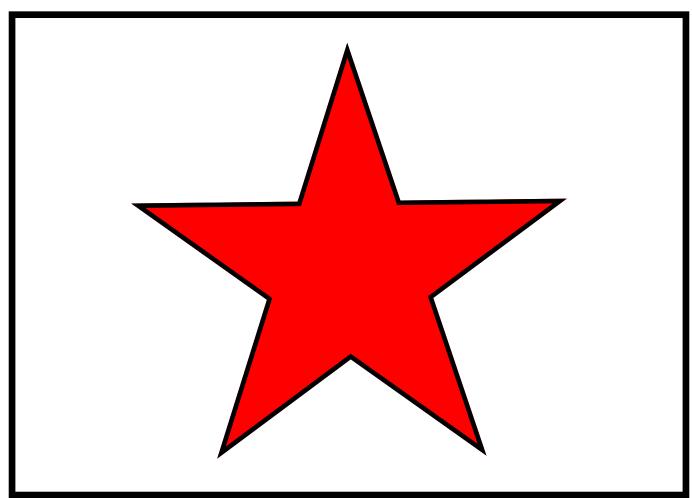


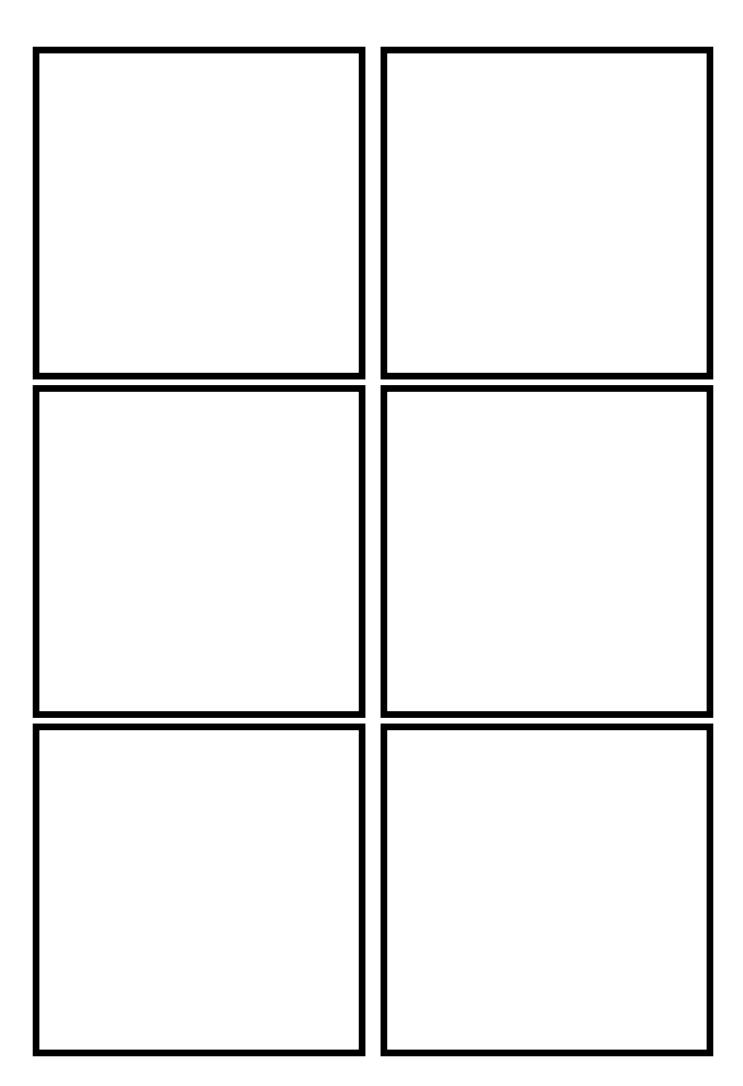


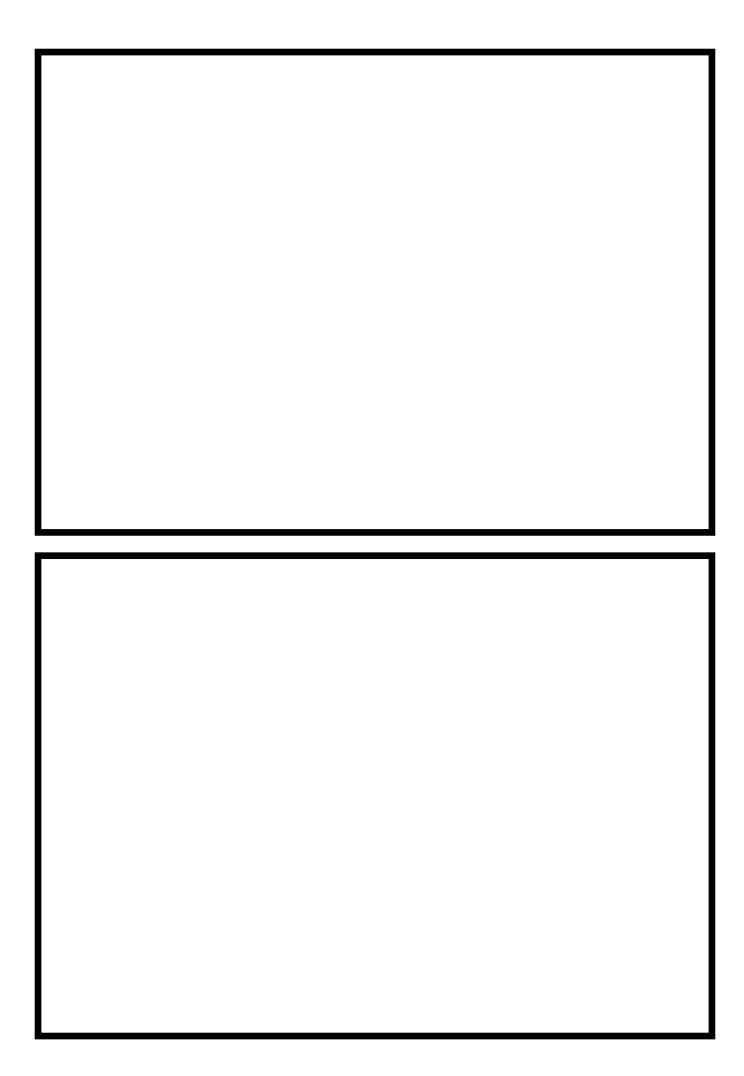








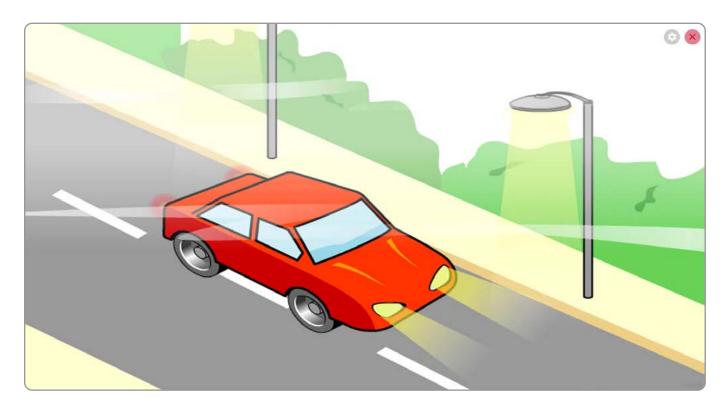




Foggy Drive.

Let's get started:

Open <u>Foggy Driving</u> in Games & Activities. Watch as the car drives through thick fog and encounters a cat on the road.



Learning objective: Sequential.

Milestone: Make More Happen - An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.

How to play:

Watch the story together and encourage learners to notice what happens when the car moves through the fog and when the cat crosses the road. Use simple language such as "foggy", "can't see", "stop", "go" and "look, a cat!"

Make it sensory – bringing the fog to life:



- Use **sheer scarves or fabric** to represent fog and gently float them over learners. **Buy sensory fabric**.
- Add a light mist spray of water for a cool, damp feeling.
- Give learners torches to "search" through the fog on the walls or floor.
- When the cat appears in the story, offer a soft toy cat or fluffy fabric to explore.

Extend the learning:

- Foggy path lay different coloured fabrics or mats as a safe path and support learners to move along it, stepping carefully through the "fog".
- **Hidden treasures** hide small objects under layers of sheer fabric and let learners find them using their torches.
- Encourage learners to touch, move and explore the fabrics and mist to connect more strongly with the wintery weather theme.

To finish:

End with calm winter-themed music while you tidy away the sensory materials together.

Slippery Ice - Winter Fun.

Let's get started:

Open <u>Slippery Ice</u> in Games & Activities. Watch as George tries to walk across the ice, slips and slides away, then comes back to spread grit and make the path safe.



Learning objective: Sequential.

Milestone: Make More Happen - An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.

How to play:

Talk together about what happens first, next and last:

- "George walks on the ice."
- "He slips."
- "He puts grit down to make it safe."

Encourage learners to predict what might happen each time.

Make it sensory – icy paths:

- Simulate the sensation of slippery ice by using sensory fabrics like smooth satin or plastic sheets.
- Encourage learners to touch and explore the textures to mimic the feeling of ice. Pass around cold objects, such as cold packs or gel packs, to let learners feel the chill, enhancing the sensory experience.

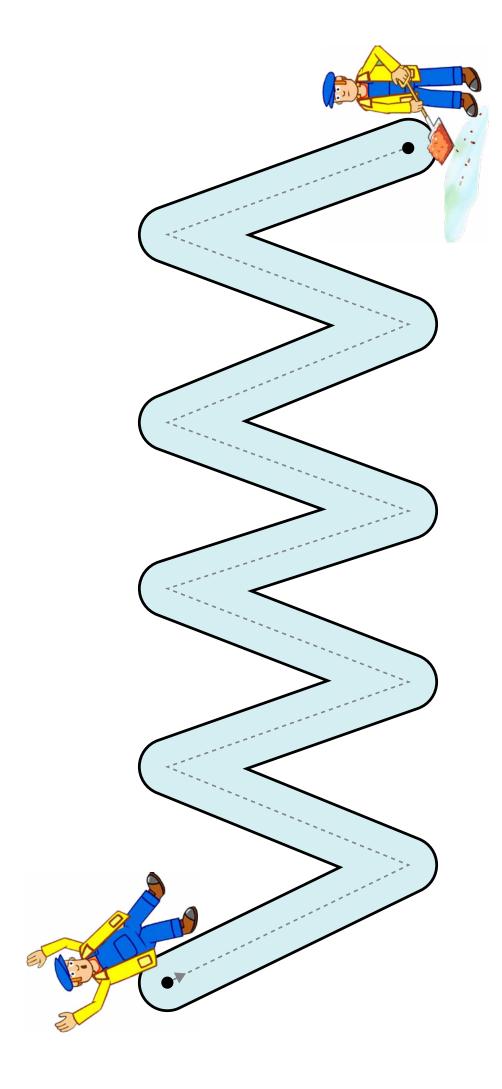
Extend the learning:

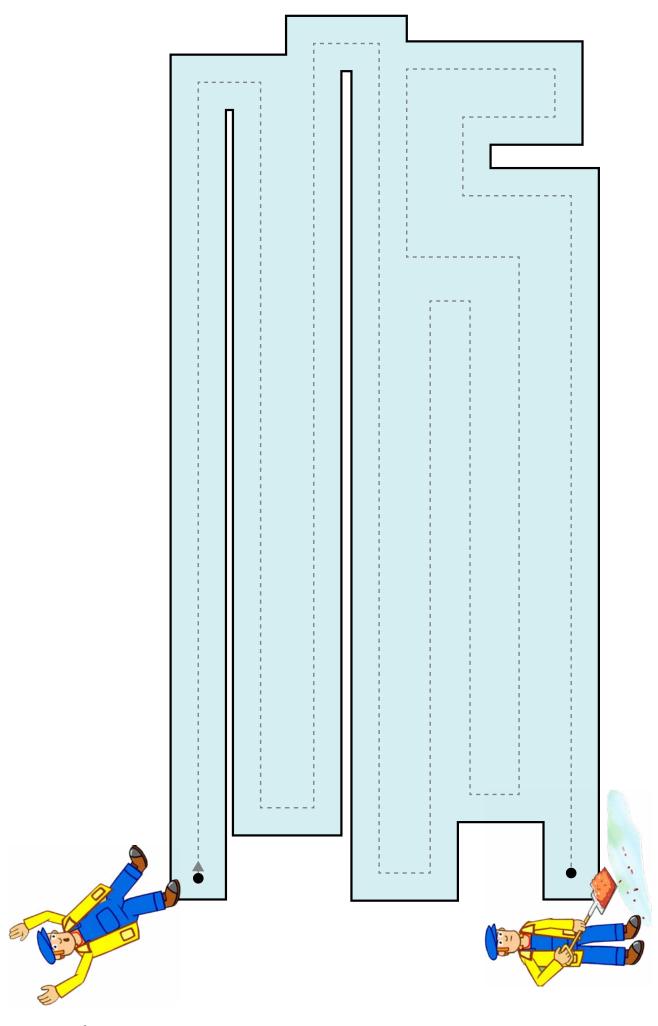
We have created two sets of tracking paths ready for you to print out:

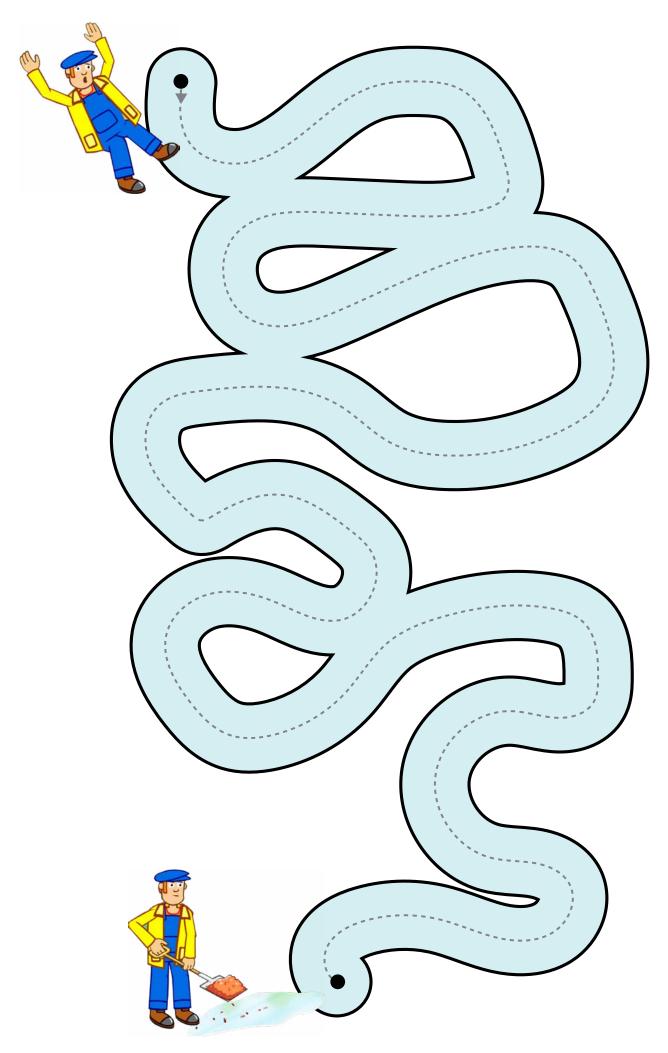
- 1. George already on the path: learners use a pen to trace along the path, helping George reach the pile of grit.
- 2. Cut-out George: laminate George and the paths so learners can move him along, developing tracking and fine motor skills.
- 3. Add sandpaper or textured material at the end of the path to represent the gritty, safe area.

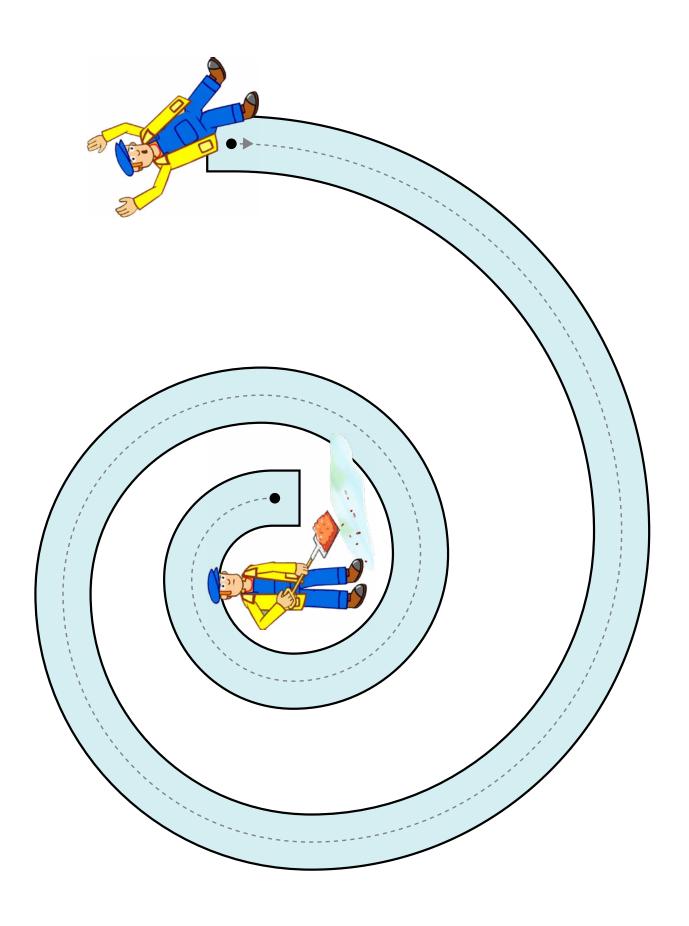












Odd One Out Snow Sledding.

Let's get started:

Open <u>Snow Sledding</u> in Games & Activities and watch as the boy zooms down the snowy hill on his sledge, crashes into the snowman and ends up head-first in the snow. It's a light-hearted way to explore winter weather and simple sequencing: "start at the top, slide down, crash, land!".



Learning objective: Sequential.

Milestone: Make More Happen - An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.

How to play:

Chooselt Maker activity – Snow Sledding
 Learners make choices on-screen to decide which
 picture doesn't belong in each set.

Share Code: JVEBNR

- **Printable version** learners circle, stamp or mark the odd one out on the worksheet.
- Optional: add tactile textures to the images (felt, cotton wool, sandpaper) so learners can explore by touch as they make their choices.



Find the odd one out!

snowman	tree	tree
sledge	sledge	boy
Sicage	Sicage	, soy
boots	scarf	boots

Find the odd one out!

sledge	scarf	scarf
boy	boy	sledge
snowman	hat	hat

Find the odd one out!

snowman	snowman	boots
sledge	boots	boots
scarf	scarf	boy

Keeping Warm in the Winter.

Let's get started:

Begin with <u>Keeping Warm</u> in Games & Activities. This weather-based sequential activity helps learners understand language concepts such as hot and cold and learn which clothes keep us warm in winter, all through fun, interactive play.



Learning objective: Sequential.

Milestone: Make More Happen - An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.

How to play:

Watch and talk about the story as Sam gets dressed for cold weather. Use repeated phrases such as "First coat on", "Now hat", "Now scarf" to support understanding and sequencing. Use the included Chooselt Maker activity and printables alongside the game.

Extend the learning:

We've created linked Chooselt Maker and printable resources so learners can keep helping Sam get ready for winter:

Chooselt Maker activity – Help Sam Get Ready for Winter

Learners choose the correct winter clothing for Sam onscreen.

Share Code: PAUXVV



Printable – Help Sam Get Ready for Winter:

• In this hands-on version, learners help dress Sam away from the screen.

Two ways to play:

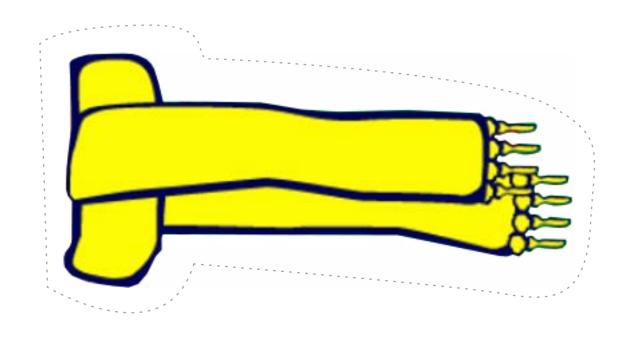
- 1. Cut and stick learners cut out the clothing (with support as needed) and stick the correct items onto Sam until he is ready for winter.
- 2. Match and draw learners either cut out the clothes or simply draw a line from each correct clothing item to Sam, helping him get dressed step by step.

This flexibility means learners can take part in a way that suits their fine motor skills, confidence and preferences.

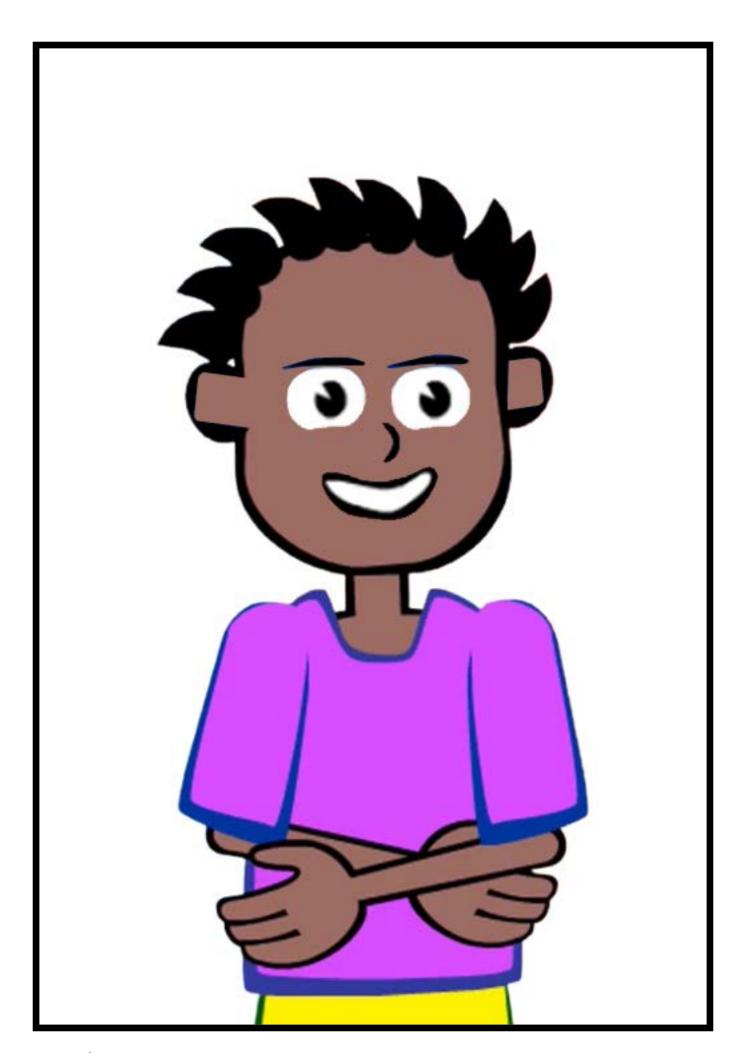
Make it sensory:

Add real winter clothing for learners to explore, such as a soft scarf, warm gloves, a coat and a hat. You could also add a sprinkle of artificial snow and a hint of peppermint scent to create a wintery atmosphere.



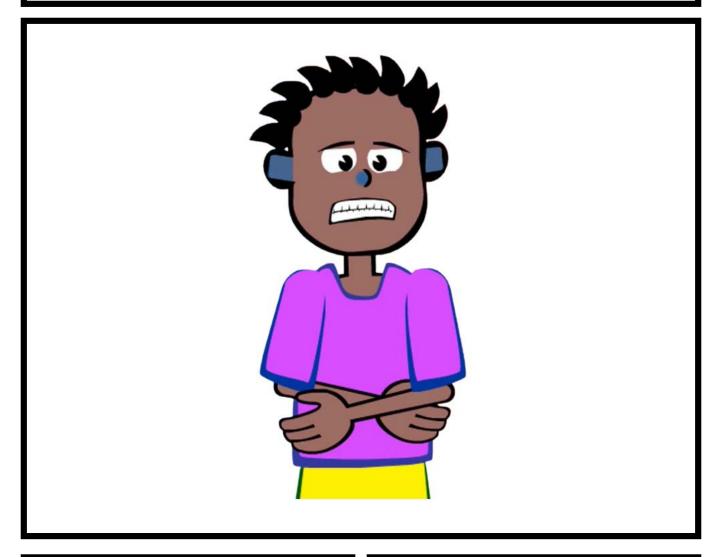




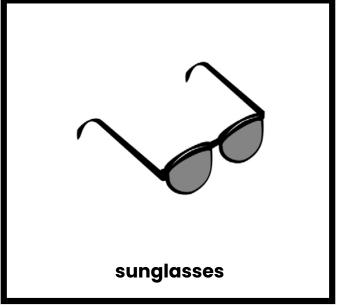


Can you help Sam find his green coat?



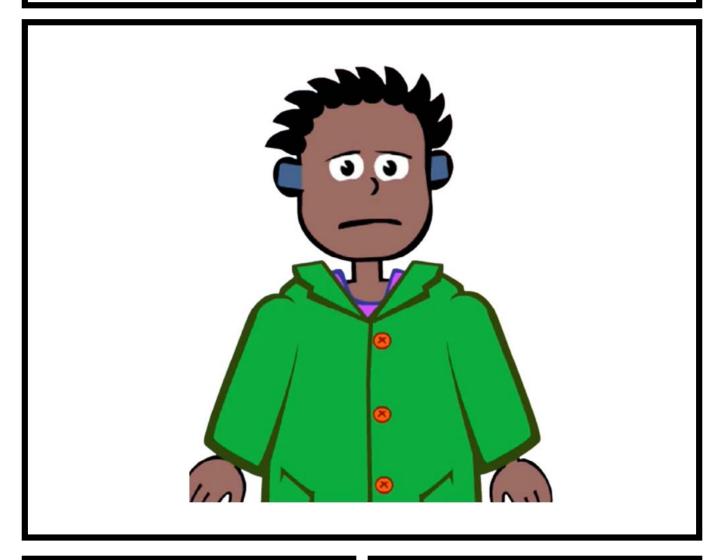


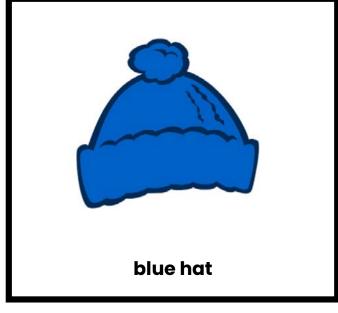


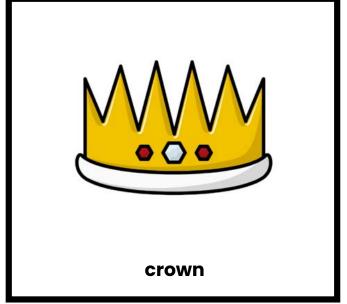


Can you help Sam find his blue hat?

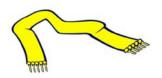


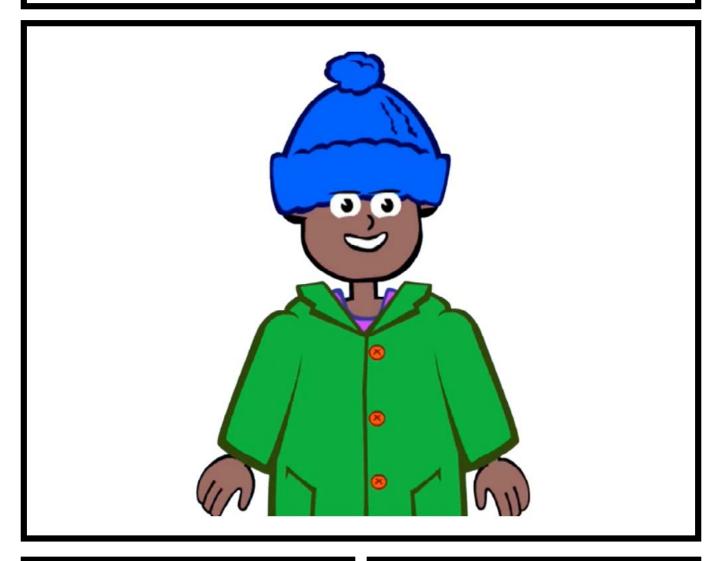


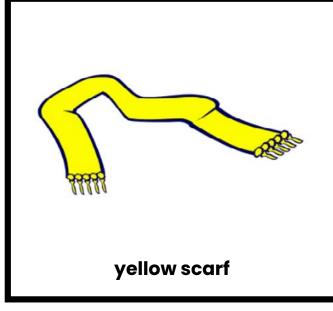


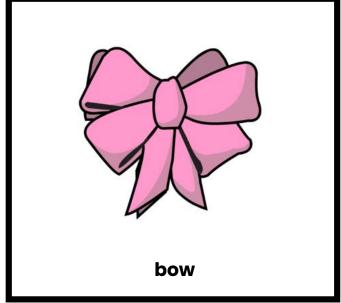


Can you help Sam find his yellow scarf?







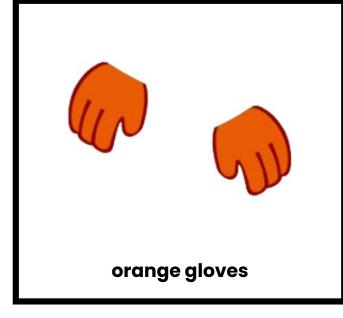


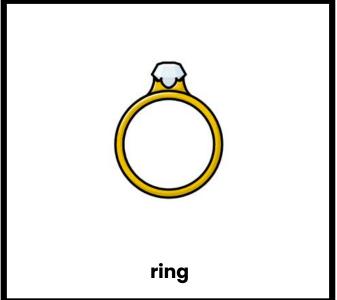
Can you help Sam find his orange gloves?



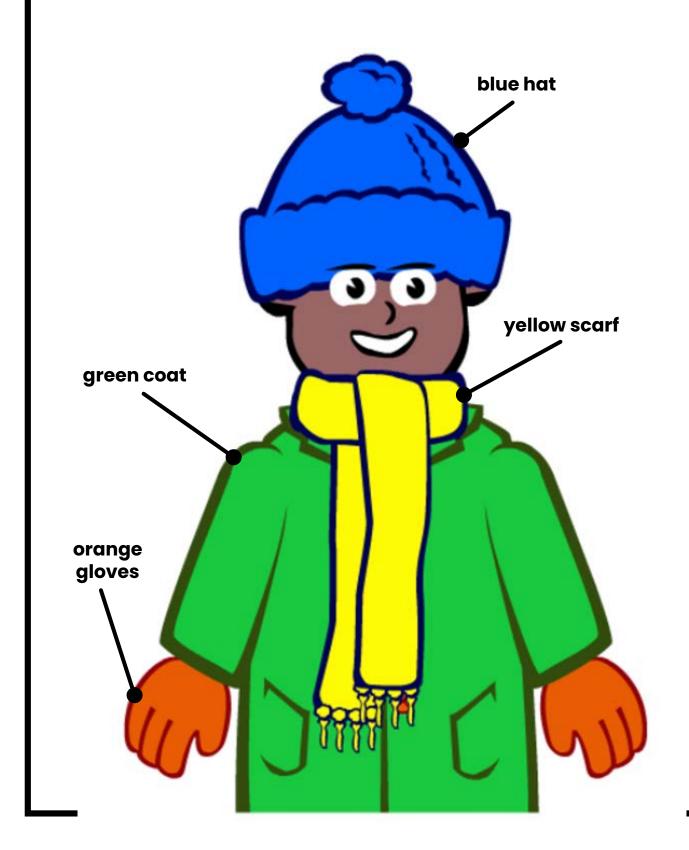








You helped Sam find his winter clothes.



Create a Snow Family.

Let's get started:

Link this game to **The Snow Family** in Games & Activities. After enjoying the story on-screen, invite learners to build their very own snow family. Each learner creates a snowman by rolling a dice and adding parts, then you can display them together as a Snow Family, just like in the game.



Learning objective: Sequential.

Milestone: Make More Happen - An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.

What you'll need:

- A foam dice with pockets or a simple cardboard box to make your own. <u>Buy a foam dice.</u>
- Printed snowman parts for the dice faces and for learners to assemble.





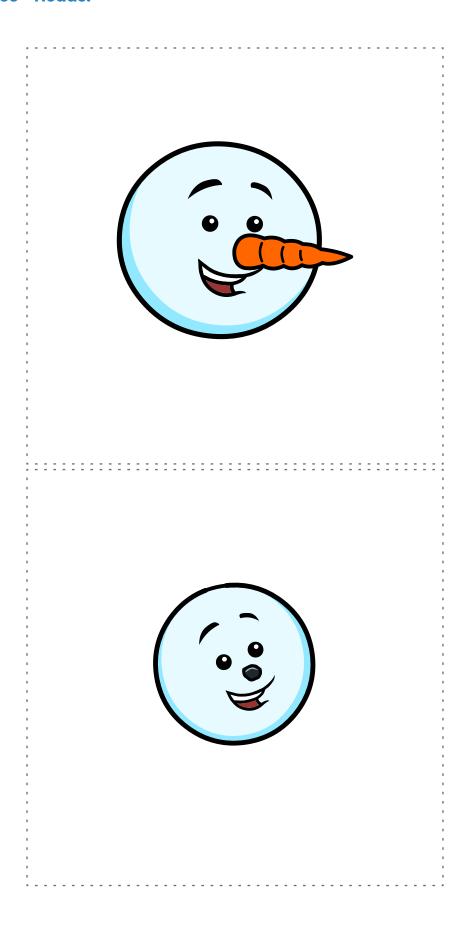
How to play:

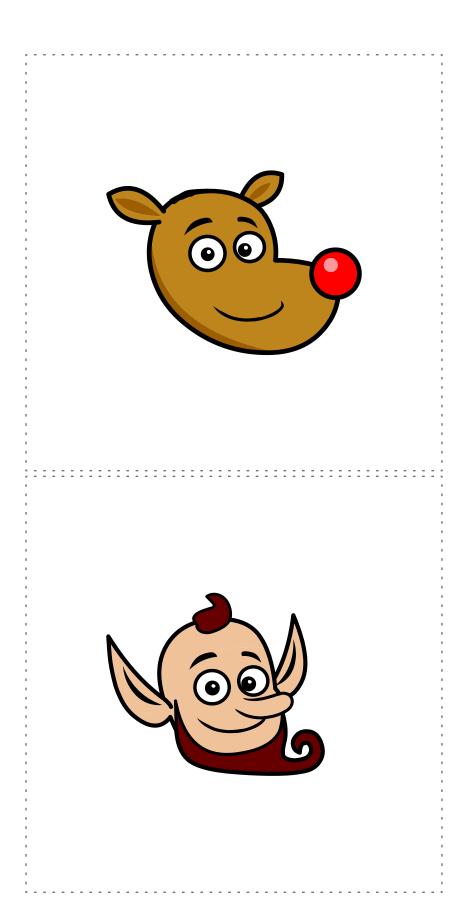
- 1. Learners take turns rolling the dice.
- 2. The part that lands face-up is the piece they add to their snowman.
- 3. If a learner rolls a part they already have, they miss a turn (accessories can be duplicated).
- 4. If they roll a head or body, they can choose which version to use (staff, family, friends or learner).
- 5. Keep going until everyone has completed their snowman.
- 6. Encourage mixing and matching accessories to create a unique snow family.

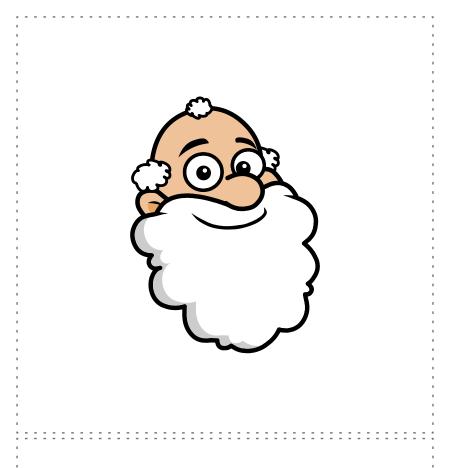
These simple rules build excitement and give plenty of practice with patience, taking turns and following instructions.

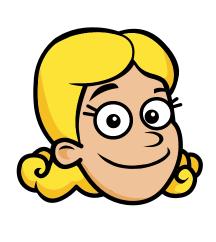
42 Winter Activity Pack

Dice Printables - Heads.

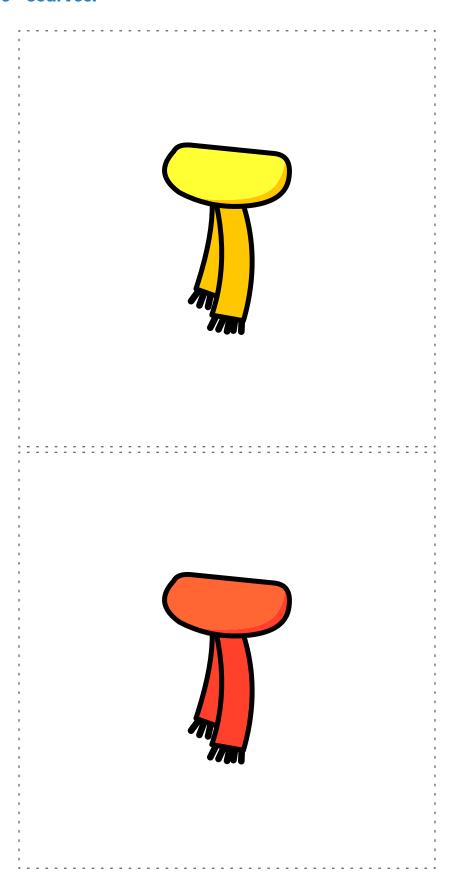


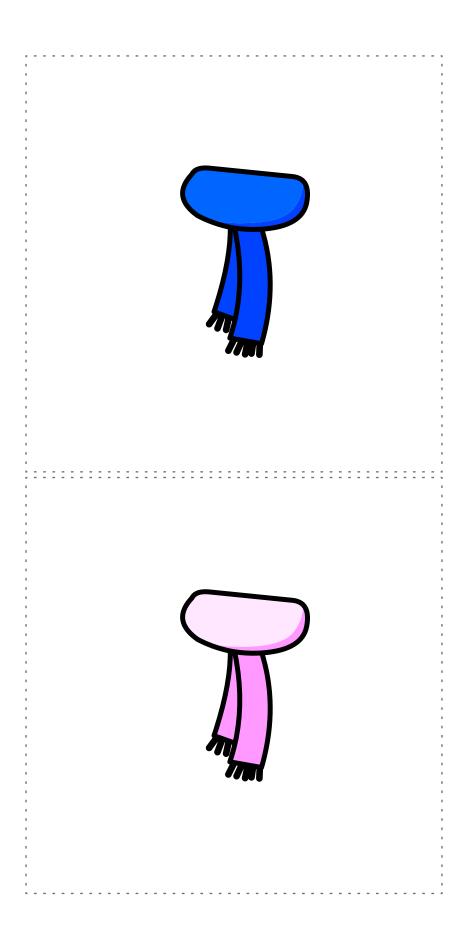


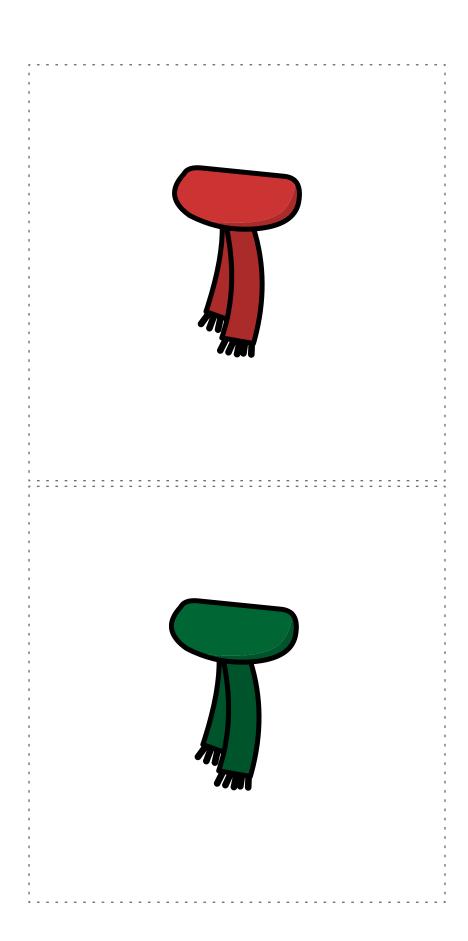


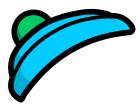


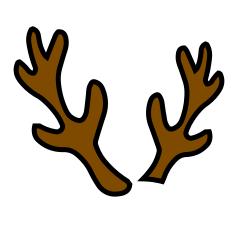
Dice Printables - Scarves.

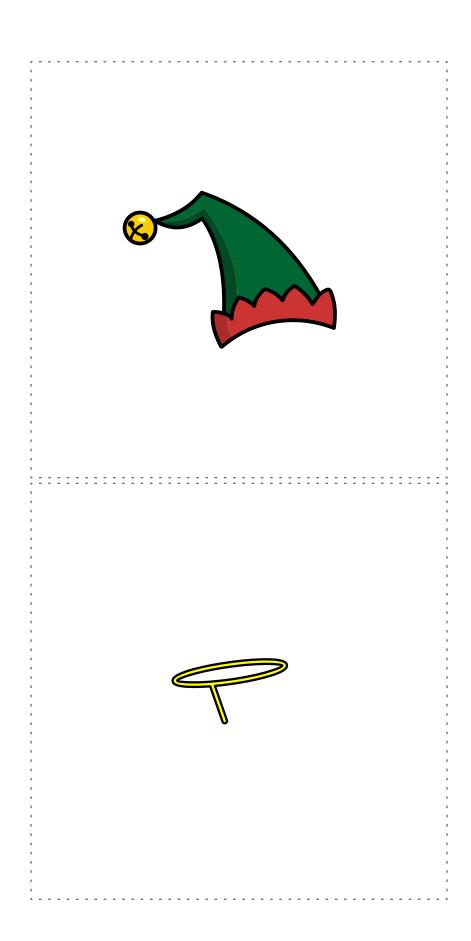






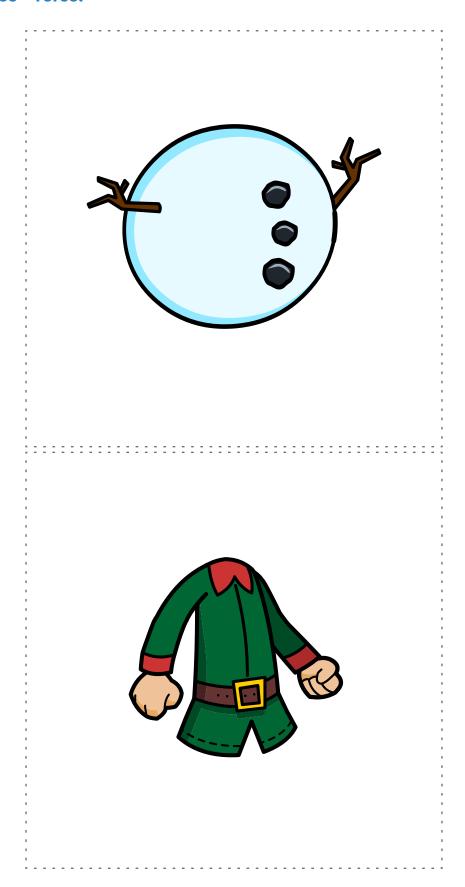






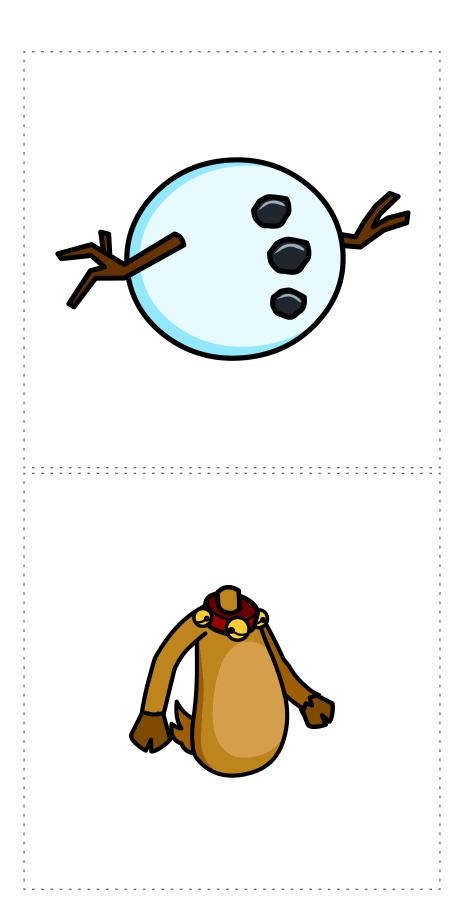


Dice Printables - Torso.

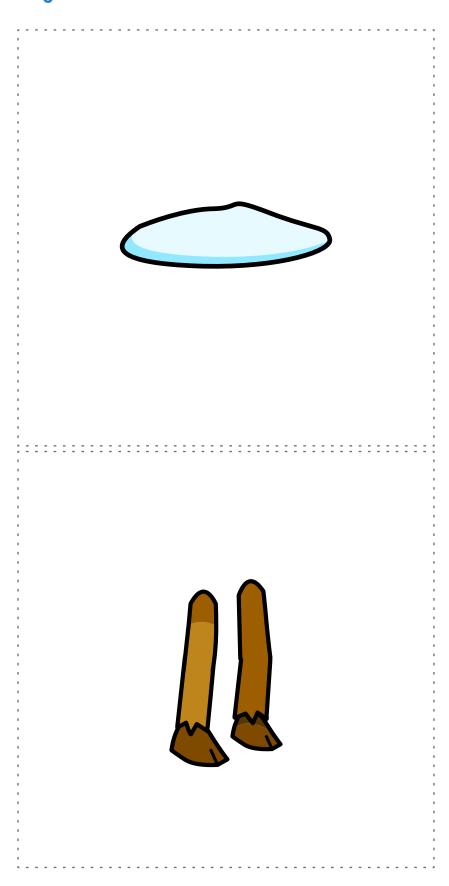


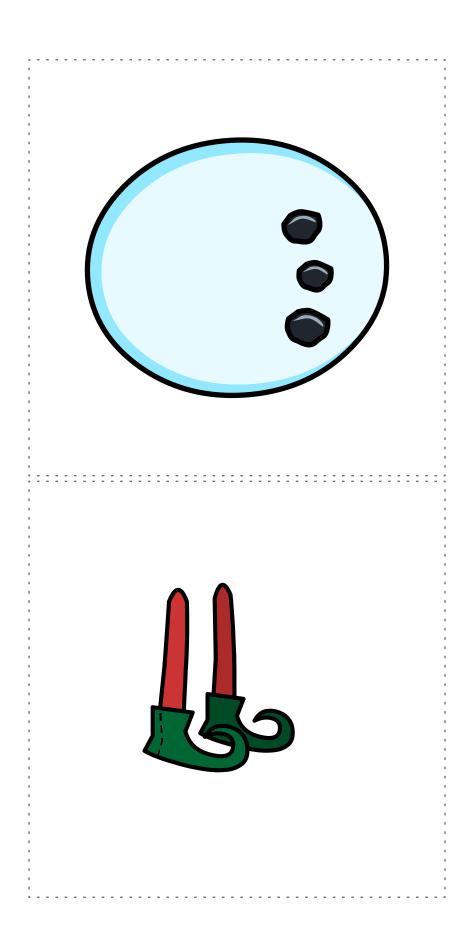


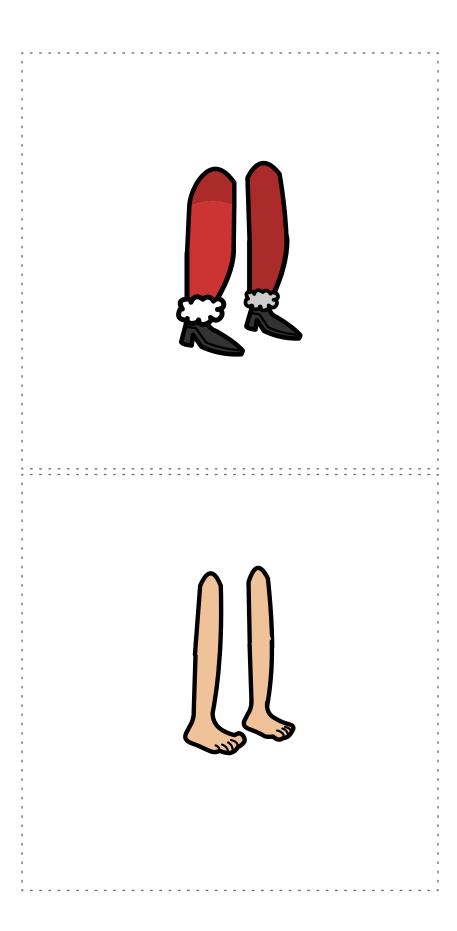




Dice Printables - Legs.



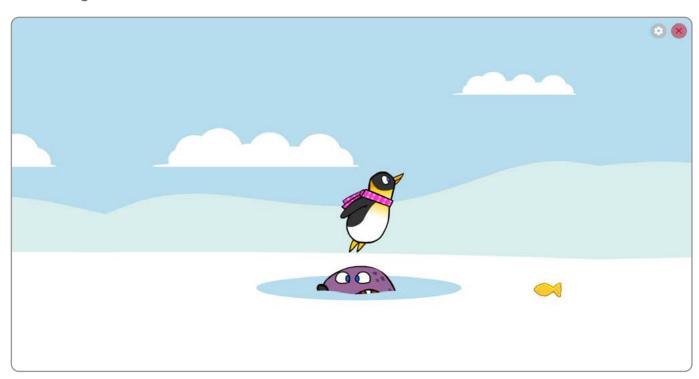




Percy Penguin's Obstacle Course.

Let's get started:

Play <u>Little Lost Penguin</u> together and let learners explore the on-screen game. Percy needs to time his jumps carefully to tackle each obstacle and collect a fish. Ask simple questions such as "What did Percy jump over?", "What did he eat?" and "What was dangerous?".



Learning objective: Target and Timing.

Milestone: Variable Timing - A learner must wait for an object to move over a target positioned in a random location before activating their access device to cause an event.

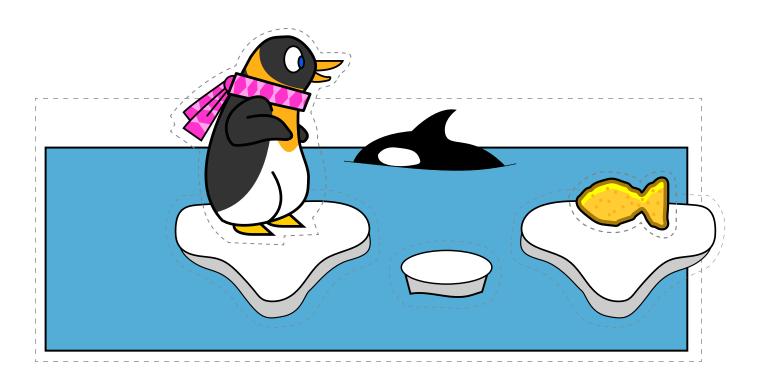
How to play:

In this printable, learners retell Percy Penguin's exciting journey home. After each tricky obstacle, Percy grabs a tasty fish to eat.

- Cut out the obstacle and fish cards.
- Place the obstacles in order along Percy's icy path.
- Add a fish card after each obstacle to show Percy's reward.
- Move a Percy counter along the path and retell his journey together.

This is a simple way to talk through the game, practise sequencing and reinforce the idea of "try, jump, then reward" after playing the on-screen activity.

58 Winter Activity Pack

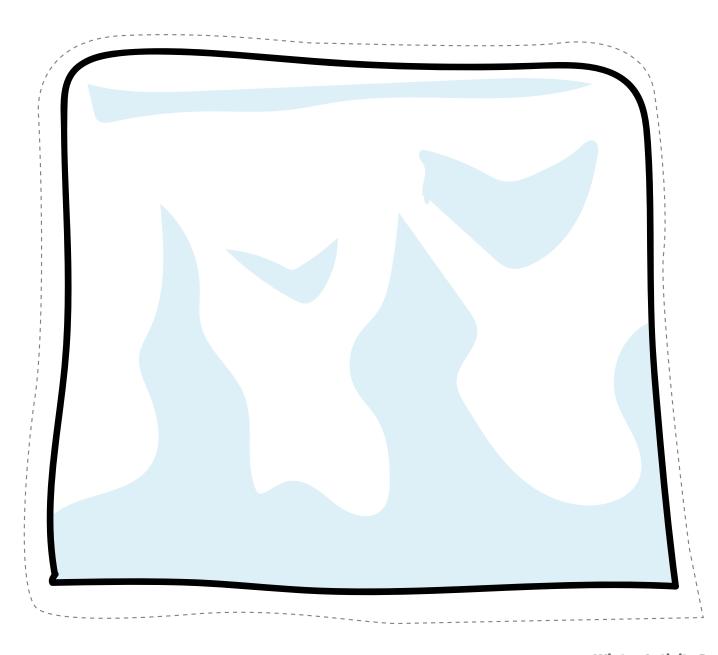


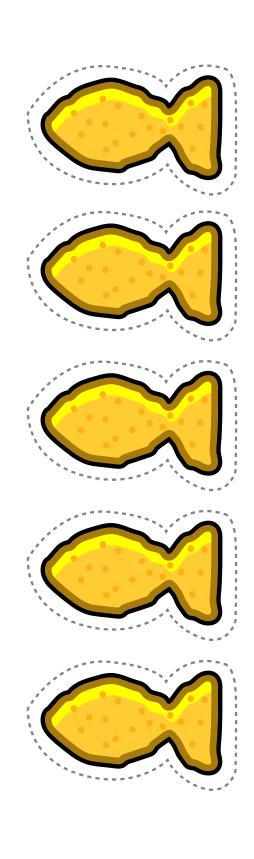
Percy Penguin's Obstacle Course:

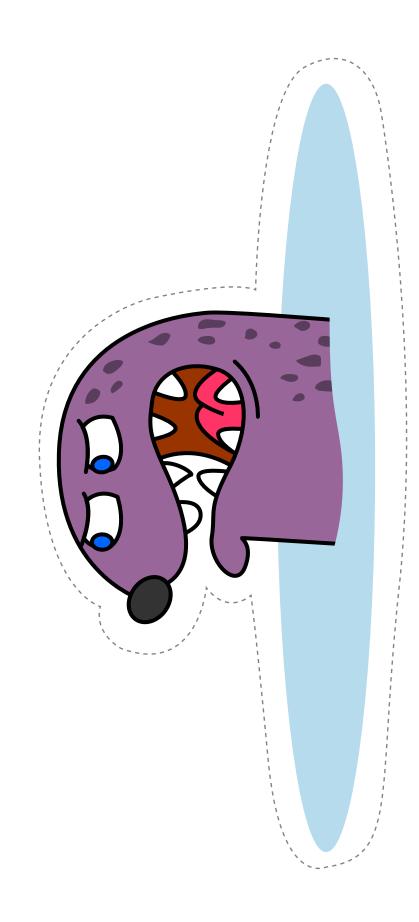
Help Percy remember his journey home. Match each obstacle with a fish reward.

- Play Little Lost Penguin together.
- Cut out the obstacle and fish cards.
- Help the learner place the obstacles in order along Percy's path.
- After each obstacle, add a fish to show Percy's reward.
- Move a counter for Percy along the path and retell his journey.

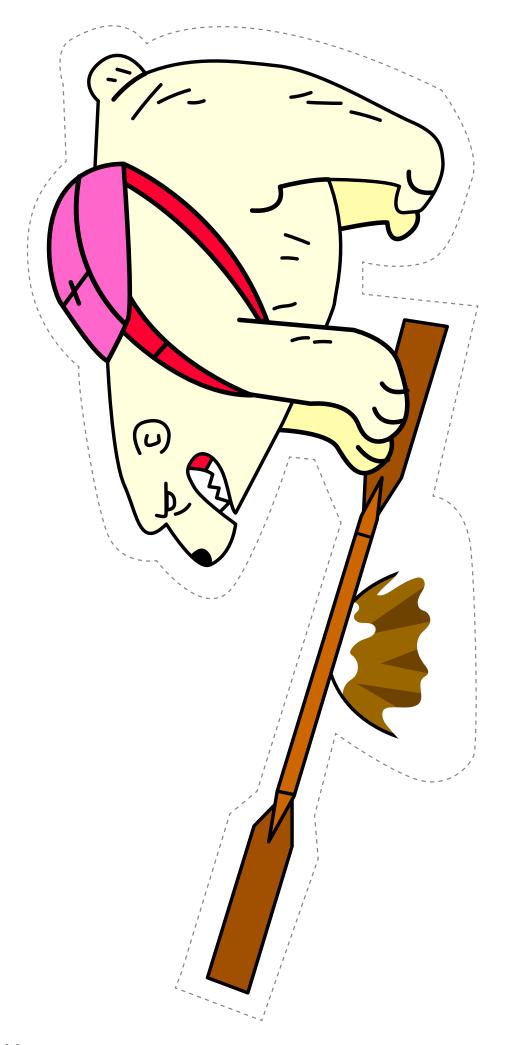


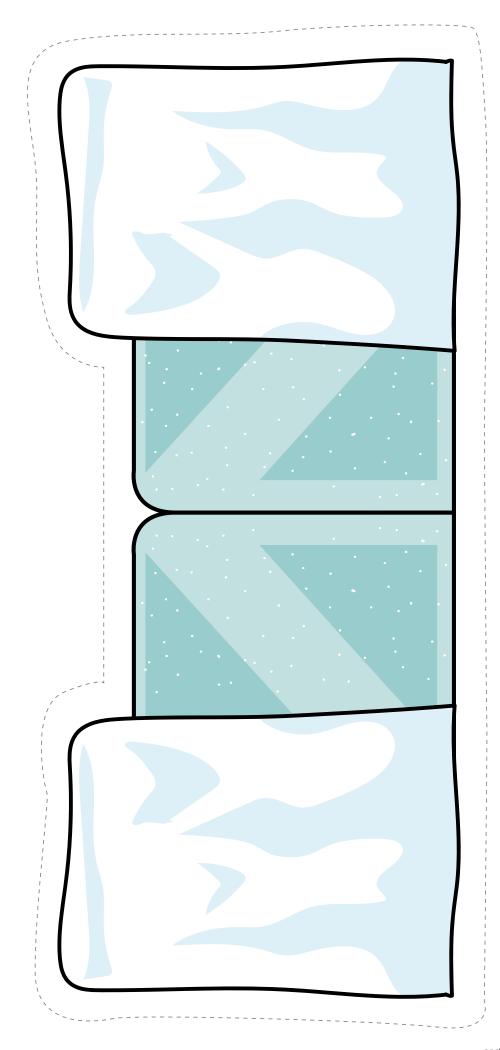


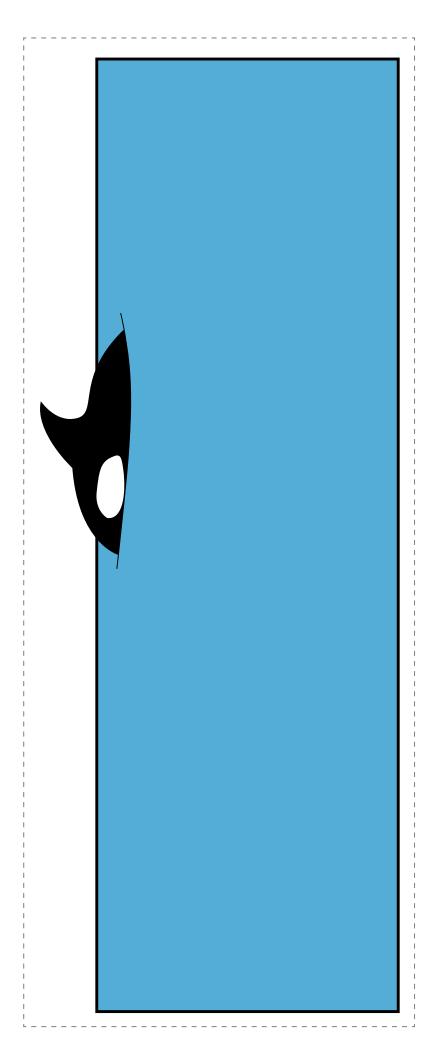


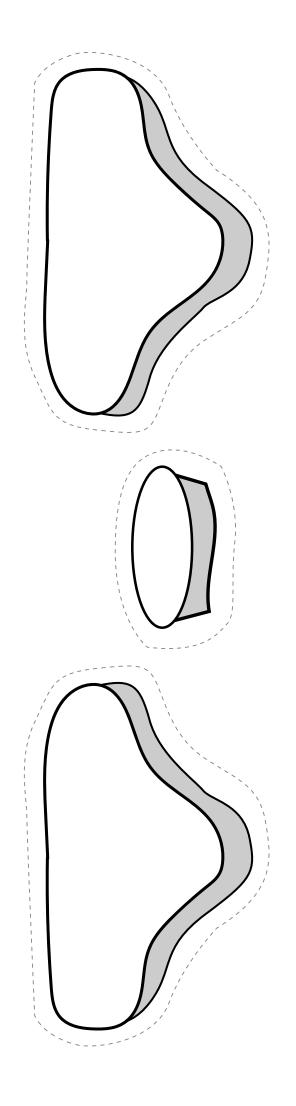












Name:



Winter Colouring Fun.

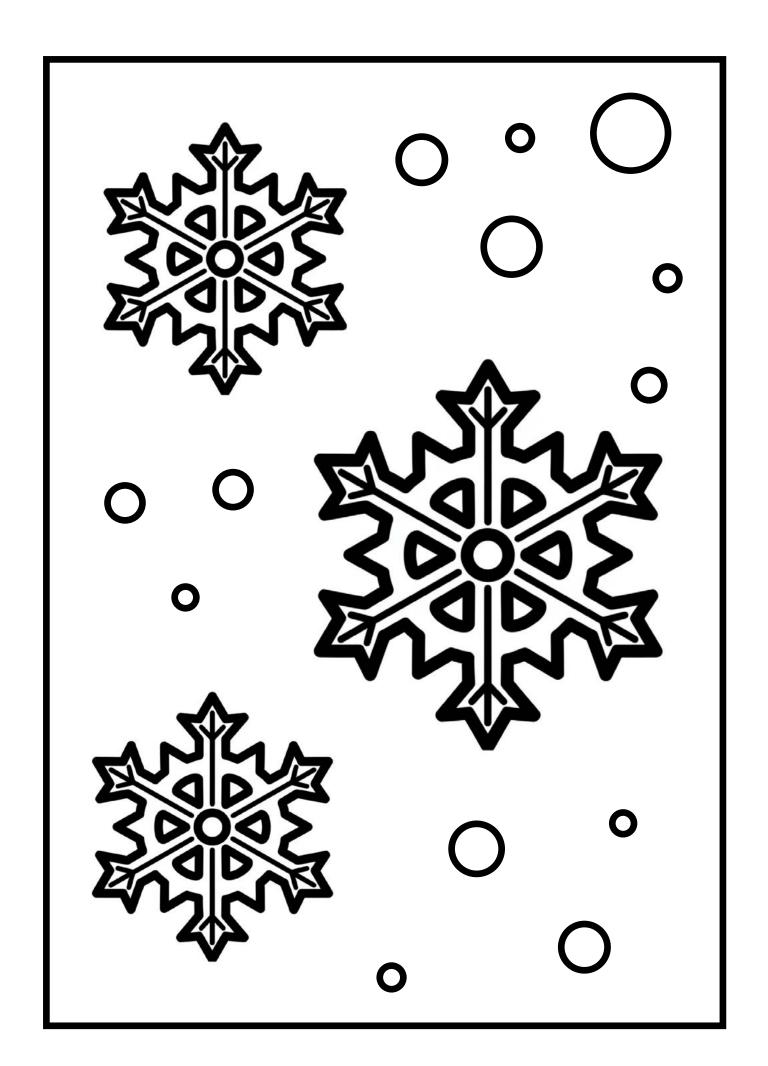


We've included a selection of winter-themed outline pictures for learners to colour, decorate or add textures to. These can be used as calm, independent activities or as part of your wider winter topic.

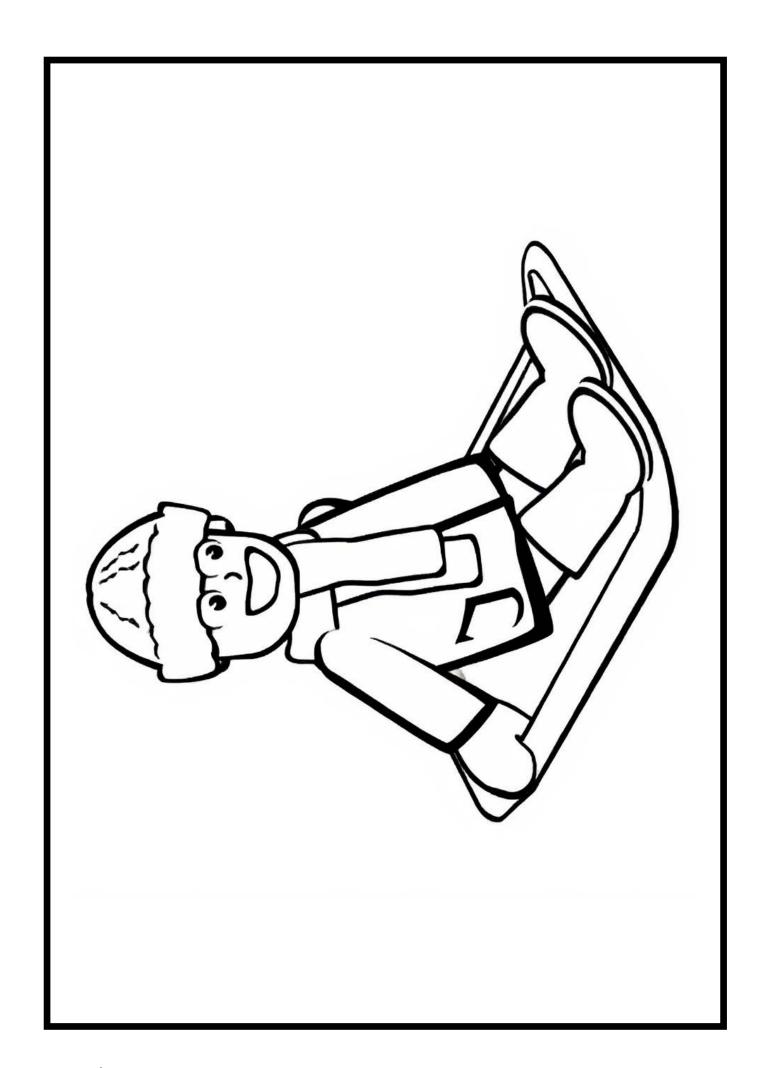
How to play:

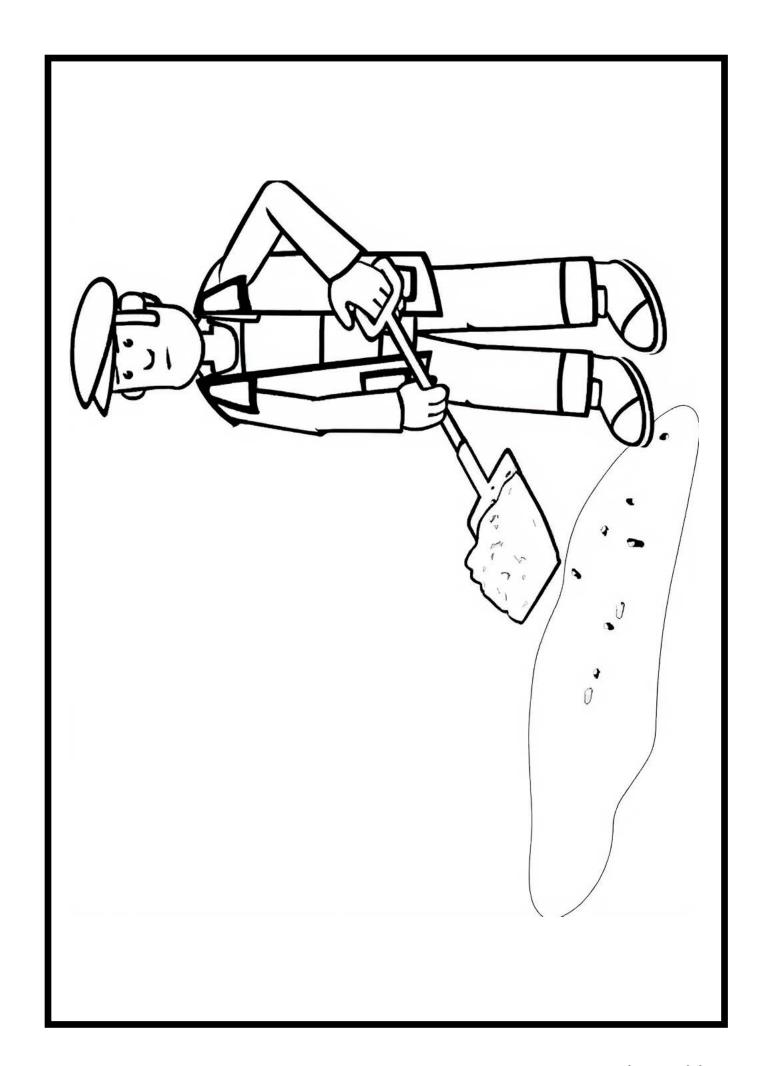
- Offer crayons, felt-tip pens, paint sticks or collage materials. Encourage learners to:
- Add cotton wool for snow.
- Use glitter (if appropriate) for frosty details.
- Explore different textures such as fabric pieces or sand for added sensory interest.

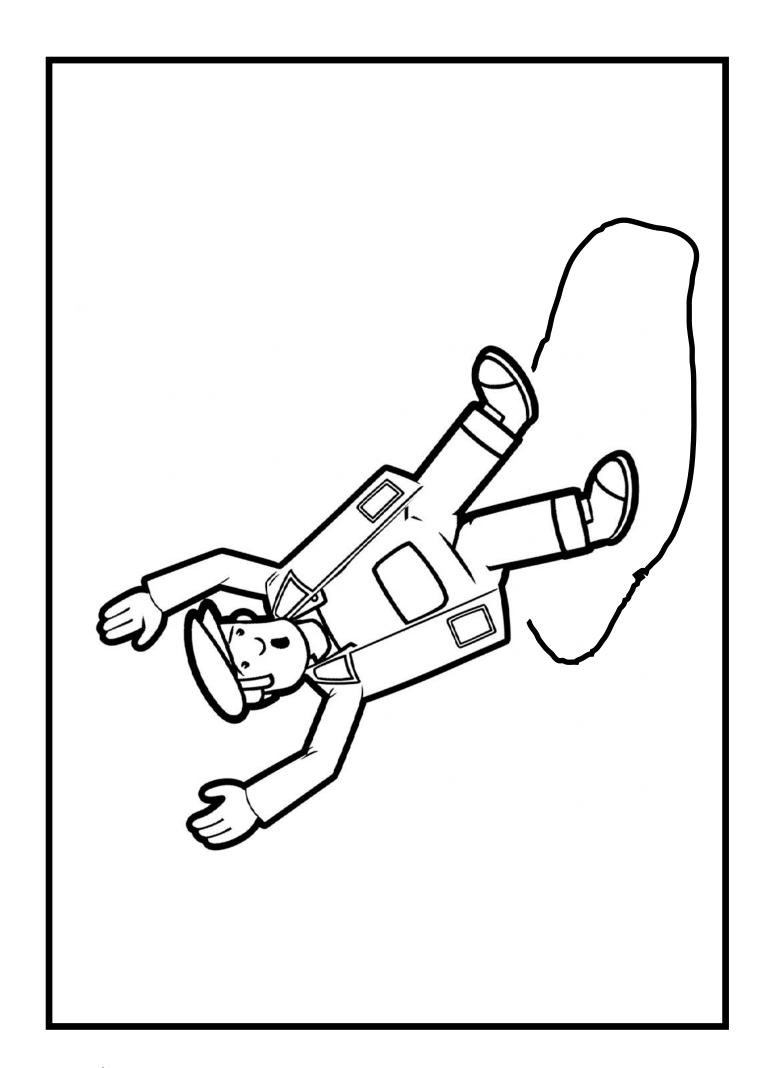
68 Winter Activity Pack

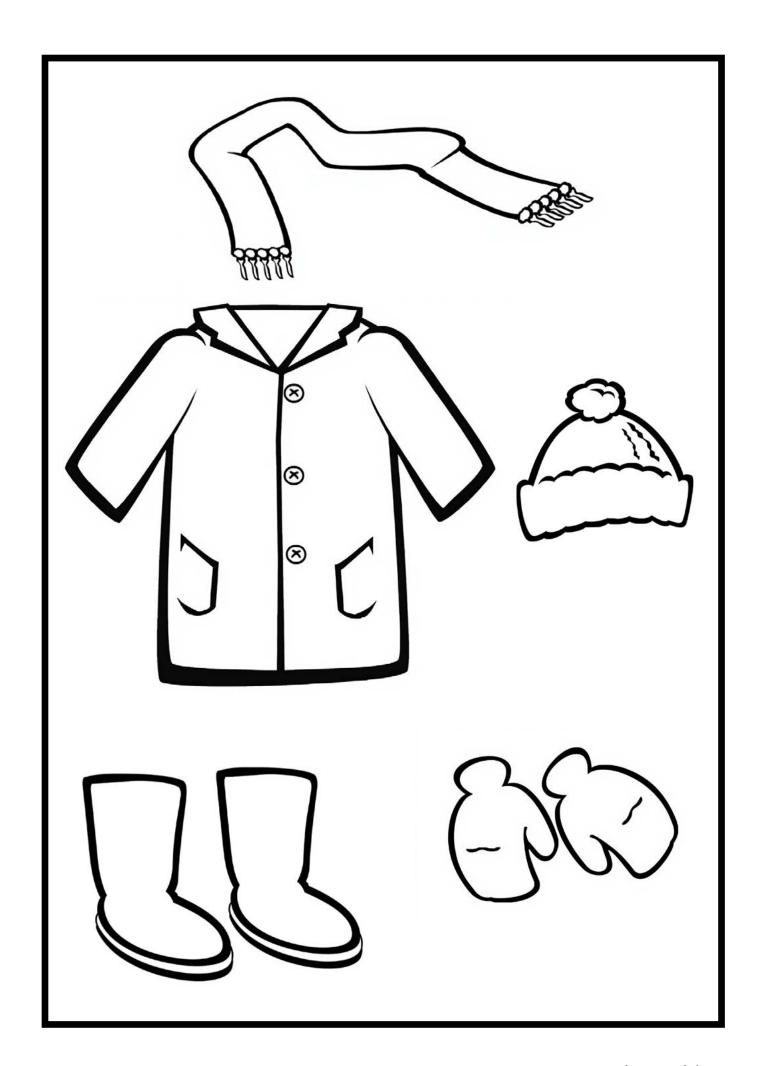


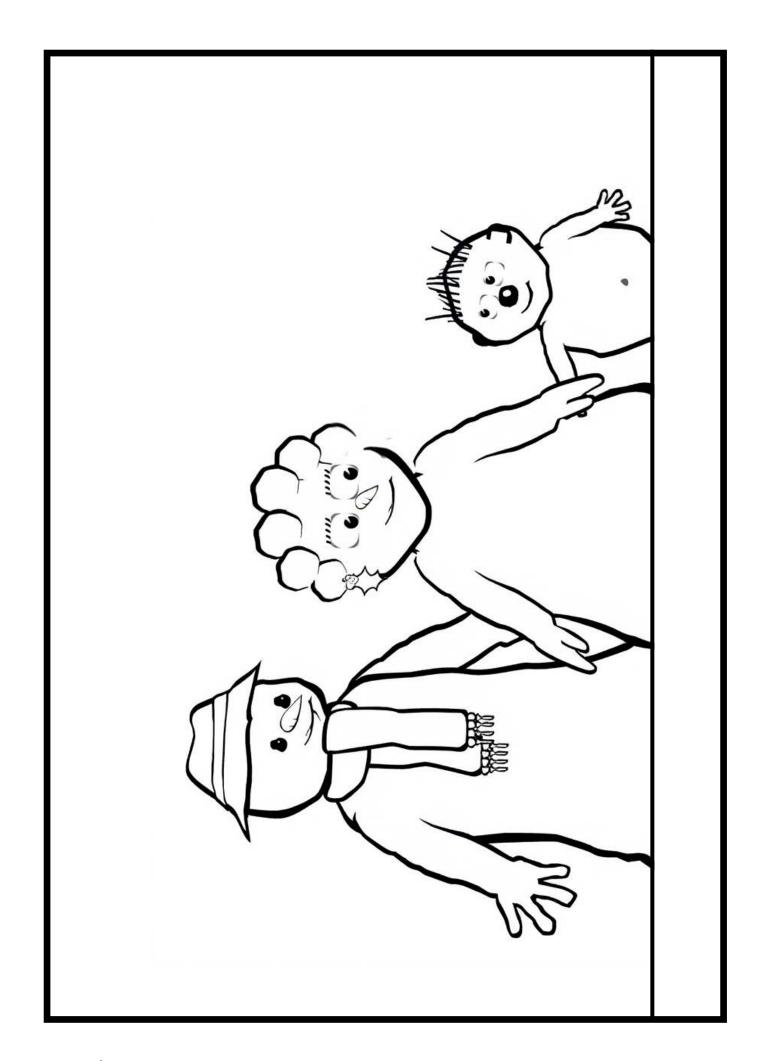












Don't have Games & Activities yet?





Get a FREE 14-day trial to unlock engaging, accessible games that target your child's specific needs. Develop essential skills like cause & effect, while keeping them motivated and having fun!

Over 300 activities cater to various learning styles, with switch, eye gaze, touch, or mouse control. See the difference in your child's learning journey – **sign up for your free trial today!**

Get FREE 14 day Trial





Winter Themed Activities

Our award-winning Inclusive Stories combine engaging narratives with simple, multi-sensory interactions. Each story focuses on specific learning intentions and comes with delivery tips, printables, lesson ideas and Chooselt Maker activities. In this pack, we've chosen a small sample of winter-themed stories and added extra activities you can use straight away.

www.helpkidzlearn.com/inclusive-stories

Sheldon the Snail's Snowy Adventure.

Let's get started:

In <u>Sheldon Snail's Snowman</u>, Sheldon wakes up to find his garden covered in crisp, white snow. He is very excited to build a snowman, he just needs to collect all the parts. Read or play the story together, pausing to talk about what Sheldon needs and what the weather is like.



Category: Sheldon the Snail - Gentle stories for all ages designed to promote independence, functional skills and creativity. Sheldon is a slow and cumbersome, but determined little snail who always has somewhere to go but is always too late! Will he ever win?

How to play – Melting Moments Biscuit Snowman.

Start by opening Sheldon Snail's Snowman in Inclusive Stories. Share the story together, pausing to talk about what Sheldon finds and how he is feeling.

Next, move on to the Melting Moments Biscuit Snowman recipe. Use the communication board to help learners make choices about ingredients and toppings, request what they need and comment on each step.

Support learners to follow the recipe in sequence, from gathering ingredients to decorating their biscuit snowmen. Encourage them to taste, touch and talk about what they have made, using the communication board to celebrate their finished biscuits.

Melting Moments Biscuit Snowman.

Like my poor snowman, these biscuits simply melt away!

Ingredients

- 380g of unsalted butter.
- 130g icing sugar.
- 330g plain flour.
- 140g cornflour.
- Pinch of salt.



Method

- 1) Preheat the oven to 190°C.
- Put 360g butter in a bowl or food mixer.
- 3) Add 130g icing sugar.
- 4) Add 140g cornflour.
- 5) Add a pinch of salt.
- 6) Add 330g plain flour.
- 7) Mix the ingredients to a dough.
- 8) Line a baking tray with greased paper.
- 9) Either roll the mixture into balls or pipe the mixture from a bag.
- 10) Cook for 18 minutes.

Decorate Your Biscuit

- Icing sugar.
- · Water.
- · White marshmallow.
- Chocolate drops, raisins or black ready to roll fondant/icing for the eyes and buttons.
- Orange ready to roll fondant icing for the nose (or an orange sweet).
- Chocolate matchsticks for arms.

Instructions

1. Make the icing.

- Mix icing sugar and water until you have a thick but runny icing.
- Keep a little icing aside for sticking on the eyes and nose.

2. Ice the biscuit.

• Spoon or pour icing over the biscuit so it looks like a melting snowman.

3. Add the head.

 Place a marshmallow near the top of the biscuit for the snowman's head.

4. Add face and buttons.

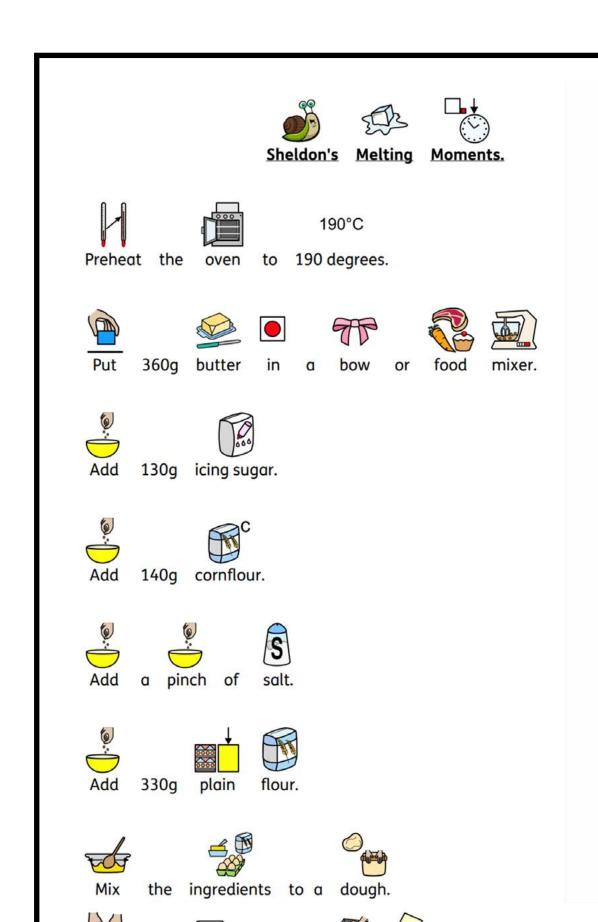
- Stick eyes onto the marshmallow using chocolate drops, raisins or fondant.
- Add buttons down the biscuit.

5. Add the arms.

• Place chocolate matchsticks on either side as arms.

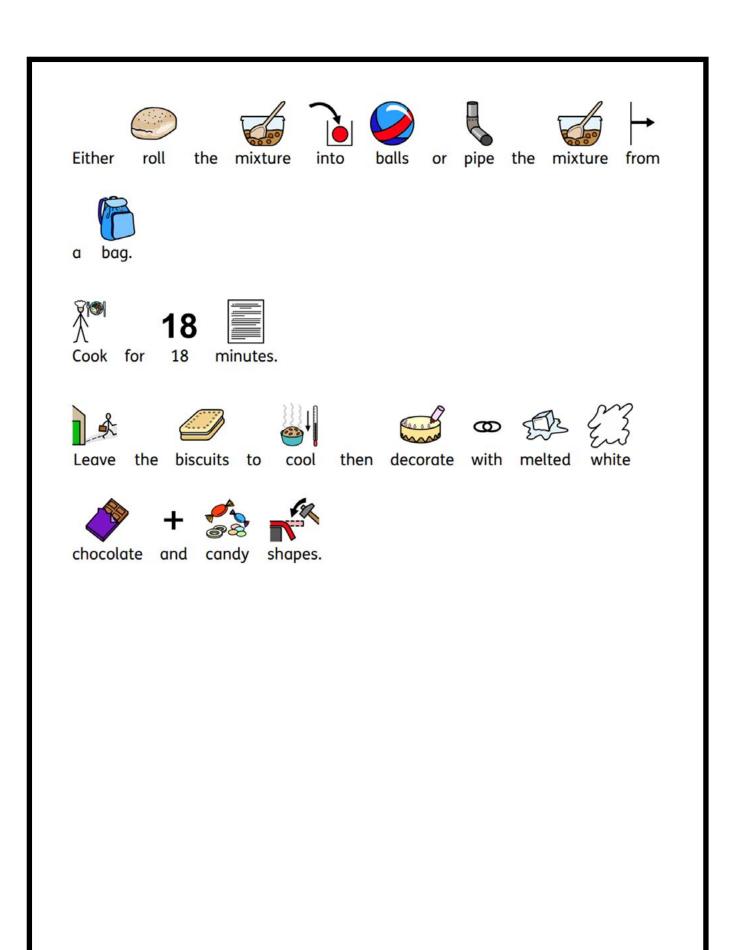
We have created a <u>communication board</u> to use alongside this activity, so learners can choose the different parts to add to their biscuit.

80 Winter Activity Pack

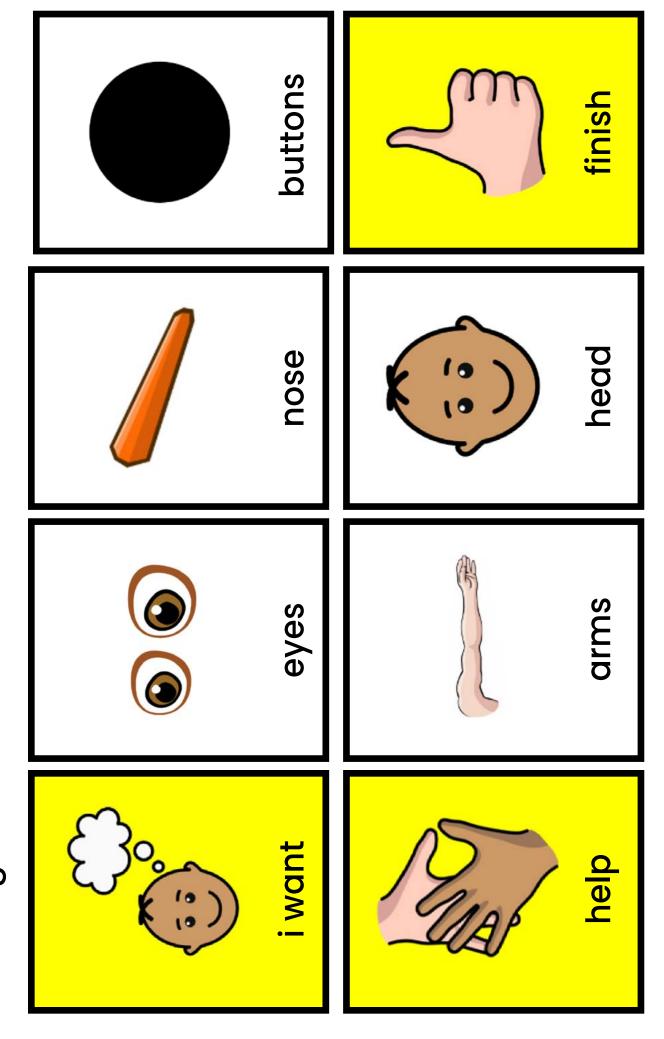




a baking tray with greased paper.



Melting Moments Biscuit Snowman communication board.



Design Your Own Explorer.

Let's get started:

In <u>The Day I Met the Yeti</u>, explorer Jessie travels to the Himalayas and follows big footprints in the snow. Before long, she meets a fearsome-looking yeti – and discovers a new friend. The story is full of snowball fights, ice cream and wintery fun.



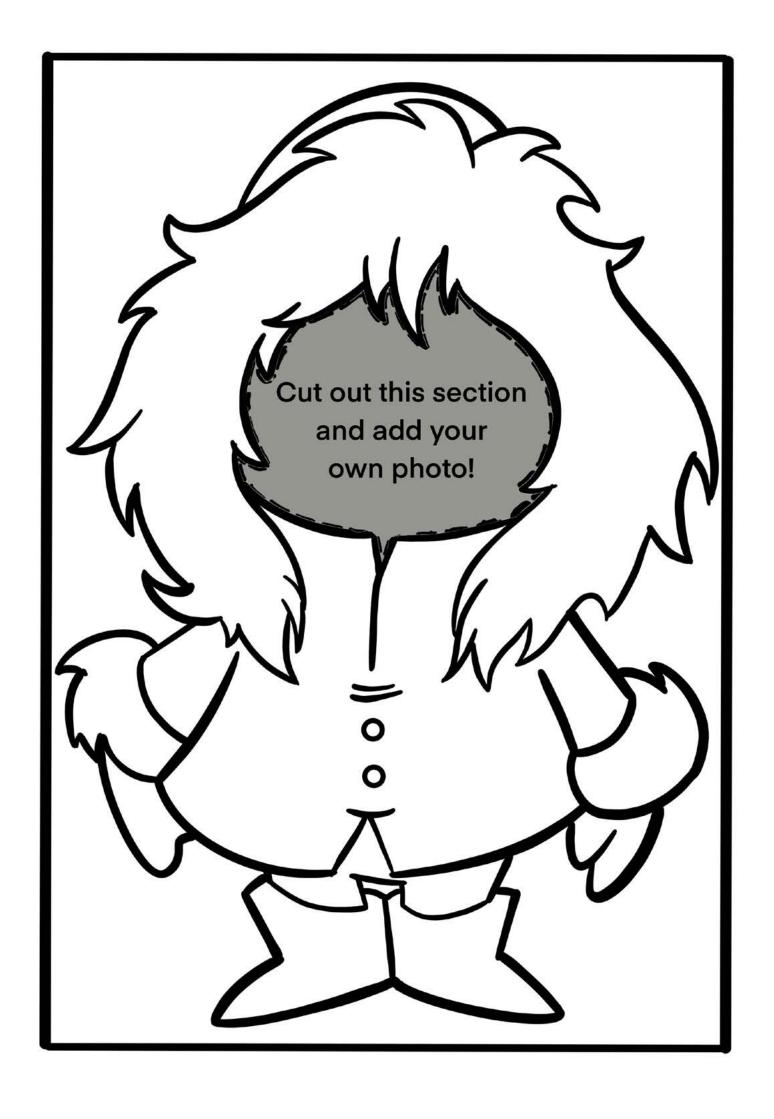
Category: Around the World - Join Jessie as she visits the Himalayas to celebrate their culture and meet a range of mythical and legendary beasts! Designed to promote and celebrate multiculturalism, these stories will tell a rich and diverse range of stories from all corners of the globe!

How to play:

- Print the outline of Jessie and cut out the face space.
- Add a photo of your learner so they become the explorer.
- Learners decorate their character using crayons, collage materials or tactile fabrics.

Why not create a snowy mountain display so everyone's explorer can join Jessie on her adventure?

84 Winter Activity Pack



The Day I Met the Yeti Chooselt Maker Activities.

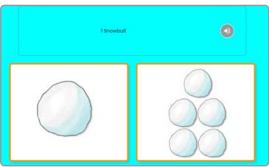
We have also included three story-themed Share Codes for even more activities.



Find the Yeti!

Can you find the Yeti?

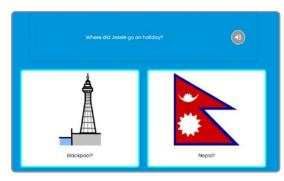
Share code: VPYMEL



How Many Snowballs?

A counting activity to see how many snowballs there are.

Share code: PFWPLW



The Day I Met the Yeti Quiz

Do you know the story? Test your knowledge with the fun quiz.

Share code: YGFCDM

Don't have Inclusive Stories yet?



Get a FREE 14-day trial to unlock engaging, interactive sensory stories and resources designed to focus on a range of learning intentions, developmental areas and topics relevant for learners with a wide range of educational needs.

Used widely in a range of educational settings, Inclusive Stories are fundamental for helping with cognitive development, sensory processing and much more. Plus there's lots of free printables included!

Get FREE 14 day Trial

www.helpkidzlearn.com





Winter Themed Activities

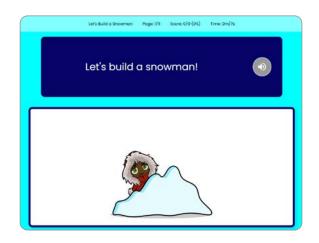
Chooselt Maker lets you create personalised, interactive activities that build choice-making, comprehension, and confidence. They're easy to customise and work brilliantly with switches, touchscreens, or eye gaze, making them accessible for every learner.

For Winter, we've included some new share codes to build a snowman, take a winter quiz and learn all about winter.

www.helpkidzlearn.com/chooseit-maker

88 Winter Activity Pack

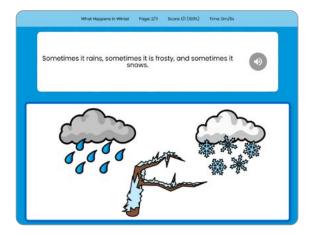
Chooselt Maker Winter Activities.



NEW! Let's Build a Snowman.

Learners can enjoy building each part of a snowman in this one cell activity, which is great for teaching cause and effect skills.

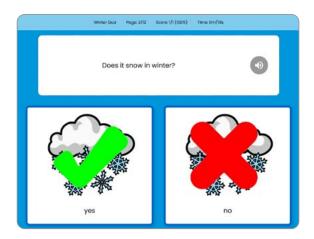
Share code: HFYEJW



NEW! What Happens in Winter?

Learn all about what happens at Winter time. This activity teaches what the weather is like, animals hibernating, what clothes we wear and that it gets dark early.

Share code: CLDLWW

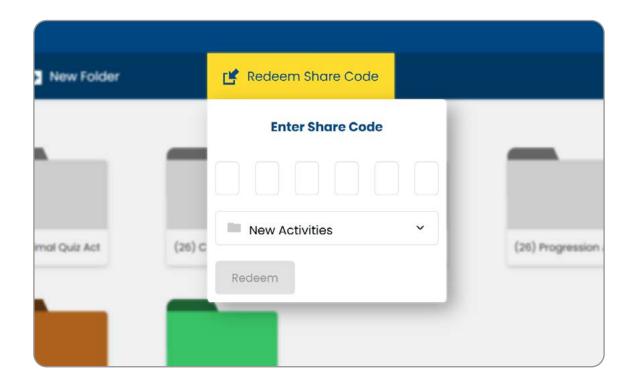


NEW! Winter Quiz.

Take our quiz all about Winter. It's a great way of testing your learners' knowledge of what they learned in the What Happens in Winter activity.

Share code: RYAYFO

How to redeem activities.



Step 1: Login to your Chooselt Maker account.

Step 2: Once in Chooselt Maker, click the **Redeem Share Code** tab and enter the 6 letter code that's listed below each activity provided.

Step 3: Select a folder to save the activity to.

Step 4: Click the **Redeem button** and the activity will be downloaded and ready to play.

Step 5: Enjoy.

How to Download the Chooselt Maker iPad App.



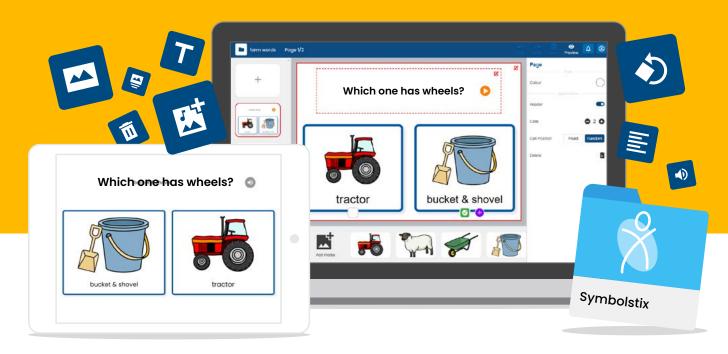
Getting started on iPad is easy – and completely free!

Simply click the link in this PDF, and it will take you straight to the App Store. From there, just tap **Download** to install the **Chooselt Maker App** on your device.

Once it's downloaded, you don't need any login details, simply enter the share codes (see 'How to redeem activities').

Download the Chooselt Maker App

Try Chooselt Maker Today!





Create your own personalised choice-making activities

The possibilities are endless with Chooselt Maker. Turn photos, images, symbols, text and sounds into quizzes, communication aids, game-based learning and more.

Sign up for a **FREE 14 day trial**, or get our lowest priced 'Home' subscription.

Get FREE 14 day Trial





Winter Themed Activities

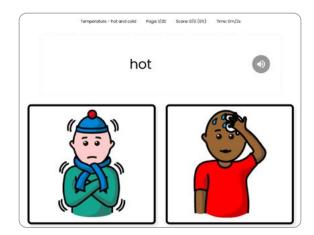
Our Chooselt Readymades are quick, ready-to-go activities that help learners explore real-world concepts through simple choices and engaging visuals. Perfect for building early science, numeracy, and daily living skills, they combine learning with playful, hands-on extensions. We've gathered together some activities that would suit a Winter theme.

www.helpkidzlearn.com/readymades

www.helpkidzlearn.com 93

Numeracy.

Foundation Stage:



Temperature - hot and cold.

Differentiate hot objects from cold objects.

Click here to play.



Time - times of the day.

Recognise night and day, morning and afternoon from photos and pictures.

Click here to play.

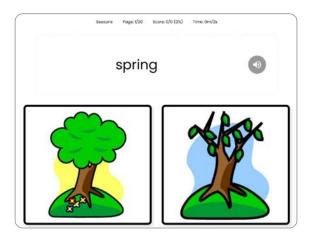


Time - seasons.

Recognise pictorial depictions for spring, summer, autumn and winter.

Click here to play.

Time:



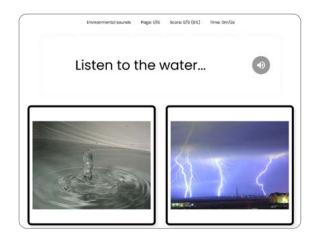
Seasons.

Recognise spring, summer, autumn and winter.

Click here to play.

Literacy.

Listening Skills:

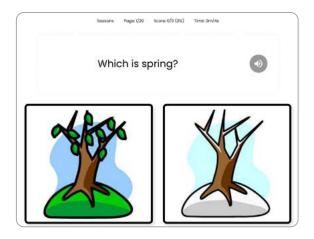


Environmental sounds.

Match environmental sounds. Roll the mouse over the picture to hear the sounds, or use switch access.

Click here to play.

Everyday Words:



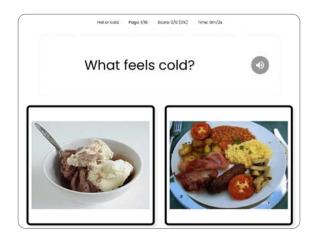
Seasons.

Introduction and identification of spring, summer autumn and winter.

Click here to play.

Science.

Foundation Stage: Living Things:

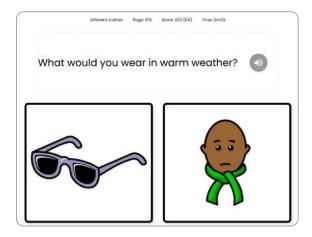


Hot or cold.

Choose the object that is either hot or cold.

Click here to play.

Materials:



Different clothes.

Looking at different types of clothing for different weather conditions.

Click here to play.



Temperature.

Looking at the influences of temperature.

Click here to play.

Want to try Chooselt Readymades?





Get a FREE 14-day trial to unlock over 660 multiple-choice, play-based curriculum activities that include over 14,500 questions.

Carefully crafted, age-appropriate lesson plans aligned with educational standards and learning objectives, providing a secure foundation for learning and accessible for all students! - sign up for your free trial today!

Get FREE 14 day Trial

www.helpkidzlearn.com 97

Winter Fun Adventure Playlist.

If you're short on time or want a ready-made winter session, this playlist pulls together a sequence of Sensory Space and Games & Activities content. Once you are logged into the Hub, go to **Playlists** (top right), add the activities listed below (you'll need to subscribe to them first) and you're ready to go.

Order	Software Category	Activity	Curriculum Area	Guide
1.	Games & Activities Press & Let Go	Morphing Shapes Organization (Control of the Control of the Contr	Science / understanding the world, different shapes, colours	Look at the snowflakes: Each shape is like a unique snowflake, no two are the same. Encourage learners to notice the different shapes as they appear and change.
2.	Games & Activities Make More Happen	Snow Sledding	Science / understanding the world	It has snowed so much, it's time to go sledging: Watch as the sled zooms down the snowy hill. Staff can talk about going fast, stopping, and what happens next.
3.	Games & Activities Make More Happen	Seal and Penguins	Science / understanding the world	The sledge has taken us all the way to the Antarctic: The penguins slide down the iceberg, just like sledging to escape the seal. (Don't worry, the penguins are safe).
4.	Chooselt Readymades	Temperature Hot & Cold	Numeracy, temperature, differences, understanding the world	Use the Hot & Cold activity to learn how to tell the difference between hot and cold objects.
5.	Inclusive Stories	Sheldon Snail's Snowman Sheldon Snail's Snail's Snowman	PSHE, Functional skills, weather, early time concepts	Relax and unwind with Sheldon Snail's Snowman story. A great way to finish the adventure.

98 Winter Activity Pack



Share your winter creations!



We hope you and your learners have a fun time exploring the activities in this Winter Pack. We would love to see what you make. From Percy Penguin's Obstacle Course to creating icy paths, every activity helps us feel a little warmer.

You can tag us on social media using **@helpkidzlearn** or send them to hello@helpkidzlearn.com

Wishing you a happy and playful winter from all of us at HelpKidzLearn.

Explore our full range

www.helpkidzlearn.com





www.helpkidzlearn.com









⊙ f X in J











HelpKidzLearn prioritises student privacy. Our platform and online products comply with COPPA, FERPA, and CSPC, ensuring the highest data security standards.