Work/ Reward 2: Activity Baskets

Example 1

Task: '*Pull apart and post*'

Example 2

Task: '*Matching shapes*'

Example 3

Task: '*Sorting objects by colour*'

Example 4

Task: '*Build a Gingerbread man' game-Throw the dice, count the spots, find the corresponding body part, and build up the figure part by part*

Repeat activities until the child has mastered them, then extend or change them one at a time

Can be linked to any area of learning/ EYFS curriculum and used to develop a variety of skills i.e. motor skills, manipulation, hand-eye coordination, matching and discrimination (sorting) skills, colour, shape, pattern, number recognition, counting, ordering and sequencing

Activities should be naturally interesting to the child building on their strengths/interests

A 'Workstation' clearly show a child:

- What activities they are expected to do – using visual/ structural cues
- How much work has to be completed – Number of baskets
- How they know when the activities are finished. What to do next?

A good 'Workstation' will:

- Have activities the child can do independently offering a high chance of succeeding without support *(Though initially adult support will be needed with transitions and hand over hand support)*
- Have components organised and presented in a way that enable success and understanding. For example, objects stored in a pot.
- Develop the concept of working in a standard organised fashion. For example, top to bottom, left to right.