



Thriving Minds For Learning  
Connecting Children, Families  
and Schools

Parents and carers can support and acknowledge children's emerging values and morals and individual ways of doing things. Parents can teach children the significance of rules and regulations and support them to develop their negotiation skills. Children enjoy sharing their options and using their skills. We have put together some daily activities to support social and emotional development through the arts, play and creativity. **Week Fourteen**

**Monday:** Have a room-cleaning competition! Assign each other a room to clean, and see who can clean it the fastest. Make a prize for the cleanest room and fastest person.

**Tuesday:** Make your own comic strip. Invent your own characters and create their own worlds! See how to create your own comic strip here  
<https://www.imagineforest.com/blog/how-to-create-a-comic-strip/>

**Wednesday:** Make a bird feeder. Follow the instructions and record which birds come to visit.  
<https://www.gardenorganic.org.uk/sites/www.gardenorganic.org.uk/files/resources/fflp/A30-Apple-bird-feeder.pdf>.

**Thursday:** Think of your favourite book or story, and act it out for your family. Would you make a change to the plot? Could you add a funny twist to the story or a shock that your family won't expect?

**Friday:** Teach them to play chess (or learn with them). Thursday Check mate! Have a go at learning how to play chess. <https://www.chess.com/learn-how-to-play-chess>

**Saturday:** Explore a new sport. Exercise is a great way to keep your mind and body healthy. Explore a sport you are curious about but haven't yet tried then plan a way to learn or try out your new sport.

**Sunday:** Escape Go on a virtual adventure, use google to find out what virtual field trip of the Amazon Rainforest. <https://www.youtube.com/watch?v=JEsV5rqbVNQ>

**Top Tips:**

- Draw up a routine of what you are doing and when.
- Keep cardboard boxes or clean recycling objects to use for arts later.
- Don't worry if things go wrong - play can be fun and endings can be difficult.